

HANDBOOK
Design



Intrex 7

Contents

1. Intrexx Design - An Overview	6
2. The Layout Manager	7
2.1. Templates	8
2.2. Layout Wizard	8
2.3. Published Layouts.....	10
3. The Areas of the Design Module	11
3.1. Element Settings.....	12
3.1.1. Styles	12
a) Show CSS properties in compact table.....	12
b) Show CSS properties in grouped table	13
c) Show CSS properties in editor.....	13
d) Show CSS properties in dialog	14
3.1.2. Options	14
a) General.....	14
b) Tooltips	15
3.2. Layout	16
3.2.1. Structure.....	16
3.2.2. Control Elements.....	16
3.2.3. Main Container	18
3.3. Elements.....	18
3.4. Search	20
3.5. Snapshots	20
4. Main Menu.....	21
4.1. File Menu	21
4.1.1. Administrate Browser Rules	22
4.2. Edit Menu	23
4.3. View Menu.....	25
4.4. Layout Menu	25
4.4.1. Layout Settings	25
4.4.2. Manage Image List	28
4.4.3. Replace Colors	28
4.5. Extras Menu	30
4.5.1. Options	30
5. Importing and exporting layouts	30
6. Elements	30
6.1. Properties.....	30
6.1.1. General properties	31
6.1.2. Positioning and Size	32
6.1.3. Background	34
a) Background.....	34
b) Borders	36
c) Offsets.....	36
6.2. Container	37
6.3. Menus.....	38
6.3.1. Tree Menu	38
a) Properties	39
b) Element Settings	43
6.3.2. Flat Menu	44
a) Properties	44
b) Element Settings	45

6.3.3. Dropdown Menu	46
a) Properties	46
b) Element Settings	48
6.4. Additional Controls	49
6.4.1. Grouping for Additional Controls	49
a) Properties	49
b) Element Settings	51
6.4.2. Login Button	52
6.4.3. Logout Button	52
6.4.4. Language Switch	52
6.4.5. Language Switch Selection List.....	52
6.4.6. Sitemap	52
6.4.7. Search	52
6.4.8. Favorites	53
6.4.9. Briefcase	53
6.4.10. Layout Switch	53
6.4.11. Layout Switch Selection List.....	53
6.4.12. Layout Switch (Only Desktop Layouts)	53
6.4.13. New Message	53
6.4.14. User Name.....	53
6.4.15. Date.....	53
6.4.16. Portal Name.....	53
6.4.17. Hide Menu	53
6.4.18. Breadcrumb Path	53
6.4.19. Application Name.....	53
6.4.20. Settings.....	54
6.4.21. Additional Controls for Mobile End Devices	54
6.4.22. Change Password	54
6.5. Portal and Application Area	54
6.5.1. Properties.....	54
6.5.2. Element Settings	55
6.6. Other Elements	56
6.6.1. External Page.....	56
6.6.2. VTL Include	57
6.6.3. HTML Code	57
6.6.4. Link	58
6.7. Pinboard.....	59
7. Positioning Elements	59
8. Edit Menu Structure	61
8.1. Menus	61
8.2. Menu Folders	62
8.2.1. Options	62
a) Menu Item Start Page.....	62
b) Standard Start Pages	63
c) Application	63
d) Alternative Start Page	64
8.3. Insert Menu	64
8.4. Insert Menu Folder	64
8.5. Insert Application	65
8.6. Insert Link.....	65
8.7. Insert Separator.....	66
8.8. Style.....	66

8.9. Permissions	67
9. Appendix.....	68
9.1. Fonts	68
9.2. Length Entries.....	68
9.3. Colors	69
9.4. CSS	72
9.4.1. Introduction.....	72
9.4.2. Selectors	72
9.4.3. Type Selectors	72
9.4.4. Class Selectors.....	72
9.4.5. ID Selectors.....	73
9.4.6. Universal Selectors	73
9.4.7. Inheritance	73
9.4.8. Box Model	73
9.5. WAI-Aria Roles.....	74

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Writing conventions

In this handbook, text passages will be displayed in *italics* when they refer to settings or buttons in the displayed dialogs. Menu items that are available in context menus can, in addition, always be selected from the main menu. Main menu items will only be described if they are not available in the context menu. A description of the general main menu items can be found in the *Start* handbook. Programming code in the text will be displayed in the `Courier` font. Context menus can be opened by clicking with the right mouse button on the described element.

In the following, *<intrexx>* refers to your Intrexx installation path. For example, on Windows operating systems, the default path is `c:\programs\intrexx`, on Linux by default `/opt/intrexx/`.

<portal> refers to an existing Intrexx portal directory. You can find all files belonging to a portal in this directory, for example, under Windows it would be

`c:\programdata\intrexx\<portal name>`,

on Linux `/opt/intrexx/`.

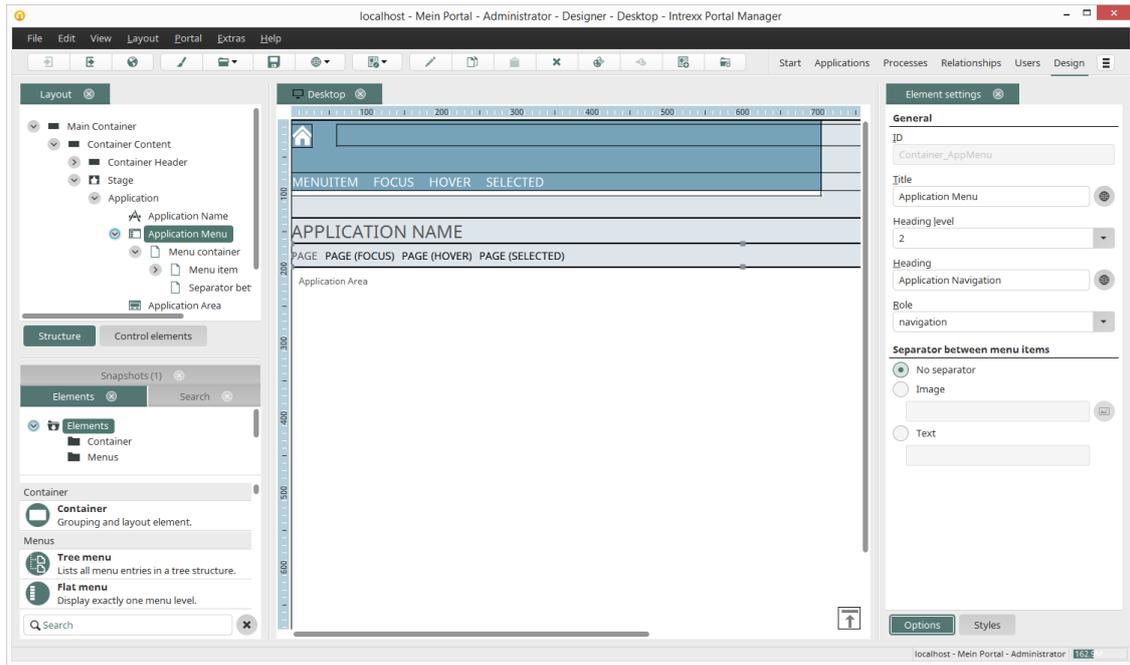
You can find the portal directory from the portal properties, which is available from the Portal main menu.

This ***i*** symbol will be used for designation of special kinds of information.

Background knowledge

For this handbook, you require no special training. You can find supplemental information in the handbook *Start*.

1. Intrexx Design - An Overview

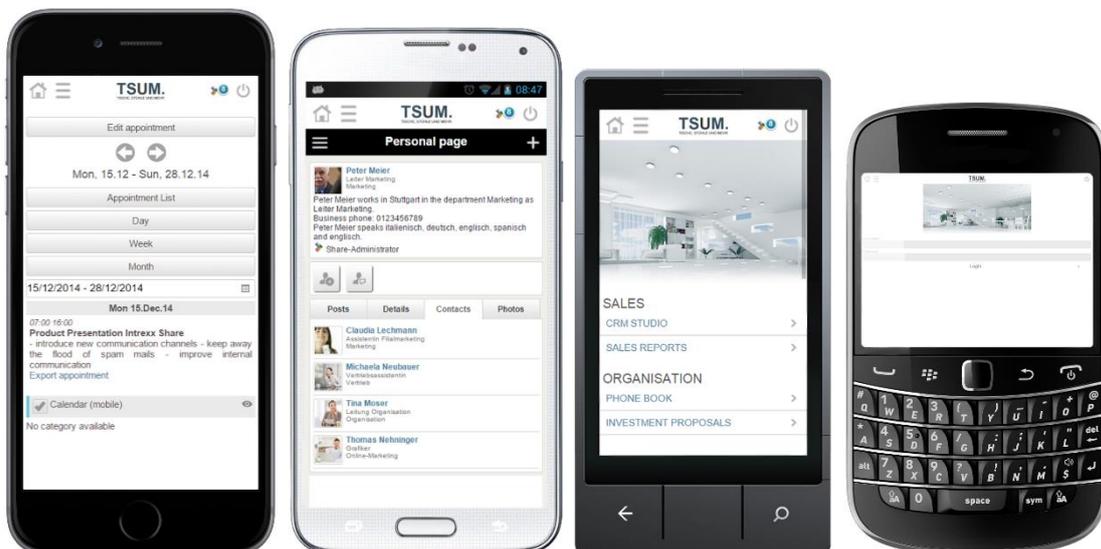


In the *Design* module, you will create and edit the layouts of your portals. Intrexx layouts are based completely off of Cascading Style Sheets. The entire design is therefore represented by CSS positioning, which makes possible a quick page construction and an optimal searchability for search engines without the use of frames.

Through the use of caching mechanisms, the combination of many individually loaded files into a few larger ones, as well as the comprehensive compression of Javascript and CSS files, a high degree of performance is possible. Barrier-free pages can also be constructed. You can find an introduction to CSS in the *Appendix* of this handbook.

From Version 5.0 on we support you in the creation of portals and applications for mobile end devices – including especially for the Apple iPhone.

When developing applications for mobile end devices, special requirements come about for the underlying platform: in addition to the minimal bandwidth of connections and the insufficient to completely missing support for Javascript (required for AJAX and interactive forms), special requirements, like the sliding effects for the iPhone for example, must be taken into account.



The support for mobile end devices is based on the following three principles:

- Design and design selection corresponding to the end device
- Arrangement and layout of applications
- Construction of the menu

Design and design selection

Every end device supports a specific range of possibilities, which are restricted by the bandwidth of the connection, the abilities of the installed browser, the device software and the device itself. While the iPhone from Apple offers the greatest degree of functionality, devices like the Blackberry end devices of the previous generation offer no support for Javascript.

In the *Design* module, you can define which end devices with which layout should be supported and whether the end device offers support for Javascript or not. The Intrexx server provides the desired layout corresponding to the identification of the end device.

Arrangement and layout of applications

The transformation of an application page for a mobile end device automatically ensures that no layout is used for the page that is based on tables; rather, a page will be generated that is completely based off of CSS and pure HTML. The designer of the application must not have any special knowledge of CSS here. One must only take into account that the page must be sufficiently small that it can be shown on the display of the end device.

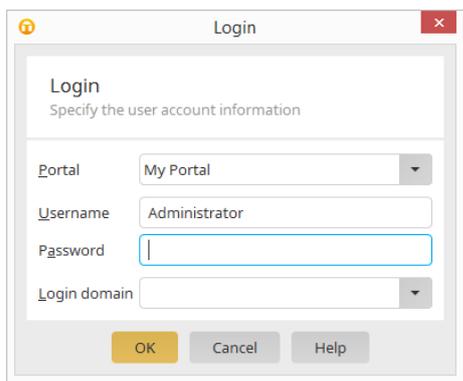
Construction of the menu

In Intrexx individual menus for each device can be created, which are customized for the special requirements of mobile end devices.

This allows, for example, for applications to be offered exclusively for the iPhone, while other applications will be implemented for all mobile end devices. The start page for an application, especially adjusted for the end device, can also now be defined by editing the menu. One and the same application can be placed in the menu as many times and in as many places as you wish.

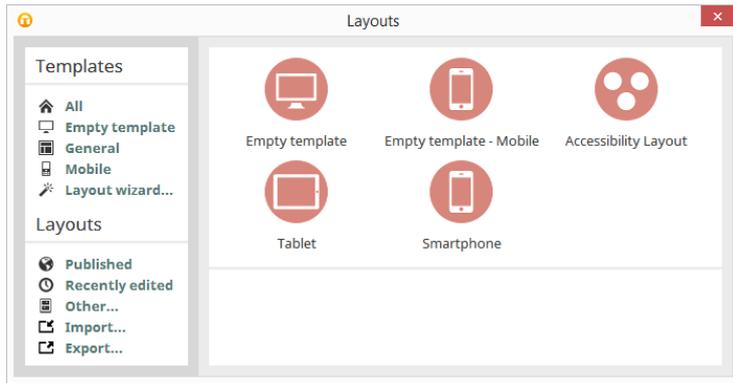
2. The Layout Manager

If you open the *Design* module and are not already logged on to a portal, the dialog to log in will be shown. Select the desired portal and log on.



In the Layout Manager, you can select an appropriate template for your layout with the mouse.

2.1. Templates

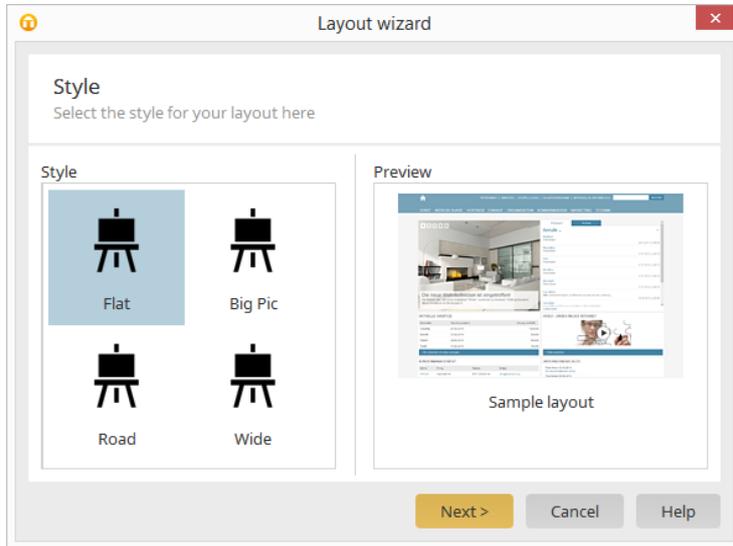


On the left-hand side of the Layout Manager, in the *Templates* area you will find a thematic grouping that will help you when searching for special requirements regarding the layout you wish to create. By clicking on *Empty Template*, only this template will be offered for selection. Clicking on *General* shows in the right-hand area shows all templates that have been constructed with various color schemes and style properties. *Mobile* shows all templates that are designed for mobile end devices.

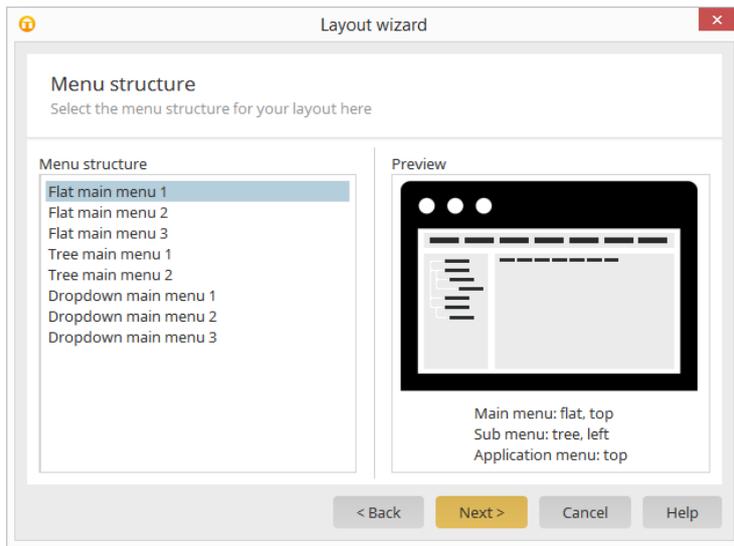
Select the desired layout in the right-hand area with a click of the mouse. It will be loaded in the *Design* module and can be edited and published there.

2.2. Layout Wizard

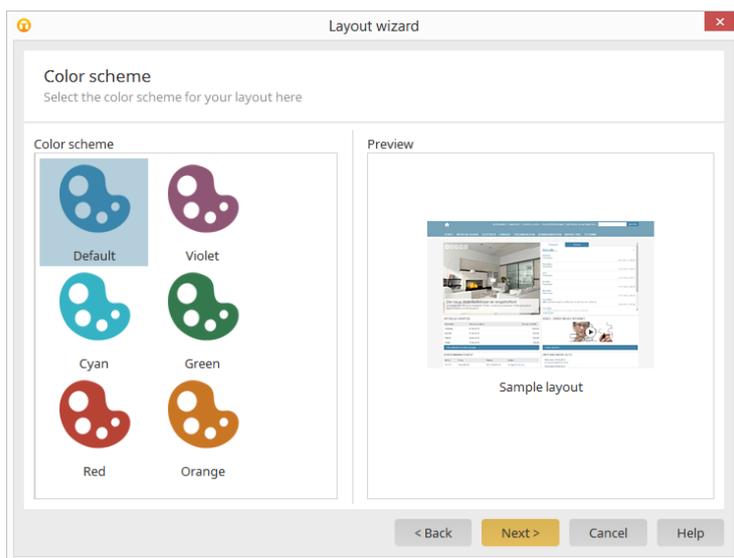
By clicking on the *Layout Wizard*, an assistant will be started that will take you step by step through the creation of your new layout, helping you with the configuration of its most important properties.



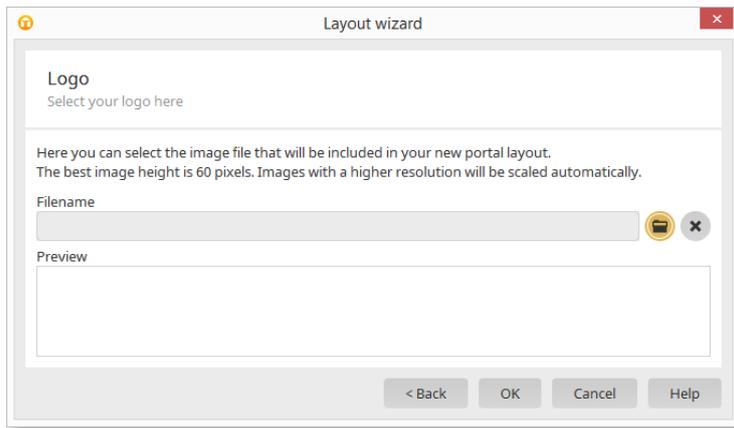
In the left-hand area, you can select a style orientation for your layout. To the right, you will then see a preview of the selected type of style. To continue, click *Next*.



Here you will find a selection of basic layouts, each differing in the way the menu is structured. You can select between layouts with flat, tree-based, or dropdown menu structures. Various variants on each type may be selected. In the right-hand area, you will see for each type a preview of the currently selected variant, which shows a rough symbolic outline with a short explanation. After making a selection, click *Next*.



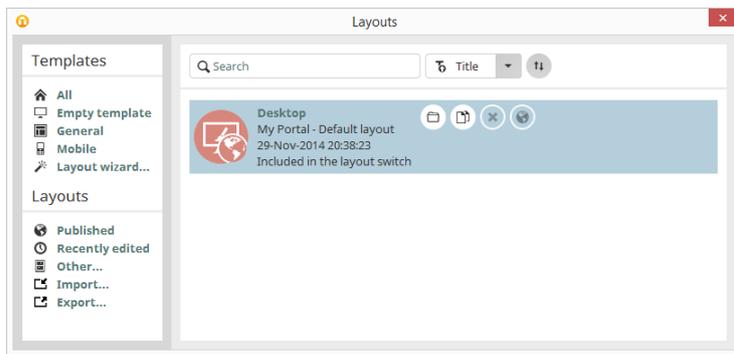
Here you have the choice between various color schemes. In the left-hand area, click on the desired scheme. In the right-hand area, the preview of the layout will be shown. Click *Next* to continue.



Here you can include a logo in your layout. Simply click on *Select logo* in order to select the image. With *Remove logo*, the image entered will be removed. Click on *OK* to apply all settings. The new layout will then be automatically created and opened in the *Design* module.

2.3. Published Layouts

In the Layout Manager, you can also reach already published layouts that are already available to you in your portal. Click in the *Layouts* area on the link to *Published*.



In a newly created portal, you will see the *Default layout* here, i.e. the standard layout which is assigned automatically to every newly created portal. You can use this layout, either in order to later change it into your individual layout, or to use another, self-created layout by clicking on *Define as standard layout*.

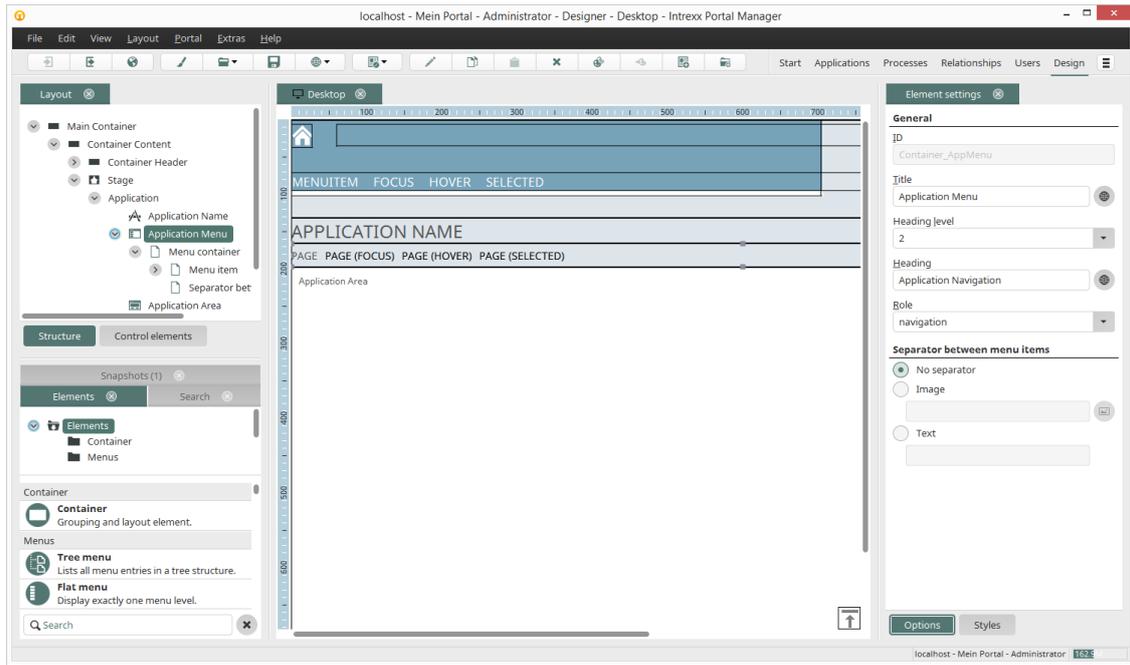
A layout can be opened for editing by clicking on *Open layout*. Clicking on *Create copy of layout* duplicates the existing layout and opens the copy for editing. With *Delete*, an existing layout will be deleted.

If you click on the link to *Recently edited*, all layouts will be listed that were edited recently. By clicking *More...*, you have the ability to open layouts that have been saved locally (see chapter *Main Menu / File*).

For a large list, the search in the upper area of the Layout Manager will ease you in the location of layouts. Simply enter the title or the GUID of the layout to be searched for into the box.

i In the *Users* module (see handbook *Users*), one may set in the individual user accounts which layout should be loaded in the browser when the corresponding user logs in.

3. The Areas of the Design Module



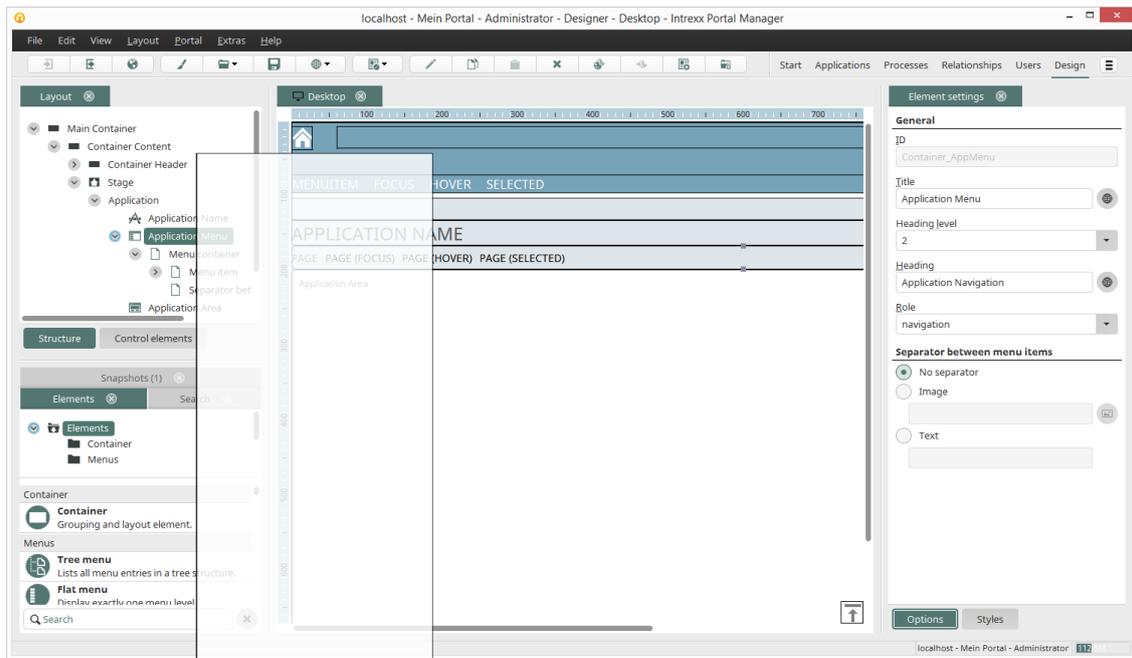
On the workspace, which you will see in the middle area, you will assign the individual elements of your layout. To the left you will find the *Elements* area, from which you can select elements and position them on the workspace. On the *Layout* tab, you will find all elements in the structure, in which you have ordered them in the layout. If you click on an element here, it will be highlighted on the workspace. In addition, its properties will be shown in the right-hand area on the *Element properties* tab. Here the individual style properties, such as height, width, background color, or font size may be edited.

The size of the individual areas can be changed by dragging them with the mouse. To do so, position the mouse on the border of an area until the mouse cursor symbol is shown as a double arrow. If the space for the display of elements is insufficient in an area, vertical and/or horizontal scroll bars will be shown automatically.

If you have opened multiple layouts at the same time, you can switch between layouts via the tab at the head of the workspace.



Each tab in the module can be closed via the **X** symbol next to the title. If you show a tab via the menu *View*, and it is shown in its own window, you can also anchor it in one of the areas to the left or the right of the workspace, by dragging its title with the mouse to the desired position.



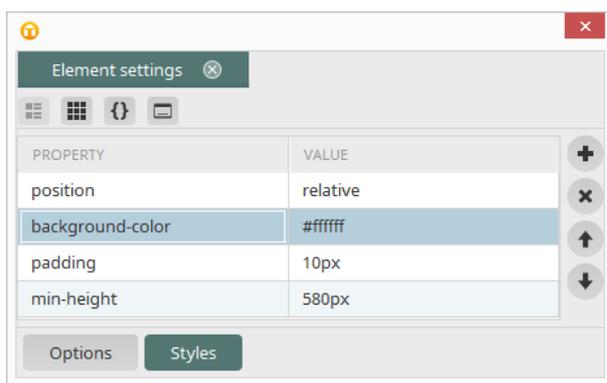
While the window is being moved, the area will be shaded in gray in its future position as a preview, and then anchored at the moment in which you release the mouse button. Anchored areas can also be moved in this way to other positions.

3.1. Element Settings

In the lower area of the element settings, there exist the two buttons *Options* and *Styles*, with which you can switch between the editing modes of the settings. In the *Options*, the element settings can be changed, which tend to be more functional in nature. In *Styles*, the style properties can be edited.

3.1.1. Styles

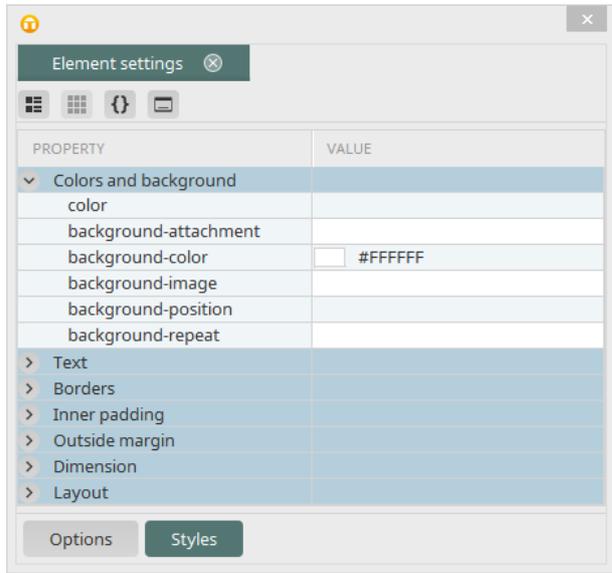
a) Show CSS properties in compact table



With  *Show CSS properties in compact table*, only the most important style properties, i.e. the style properties that you have changed, will be shown.

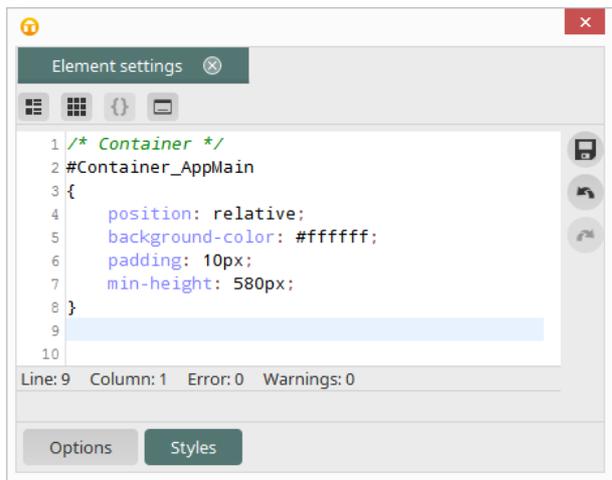
Via  *Add CSS property*, a new, empty line will be entered to the end of the list, in which you can add an existing CSS rule.  *Remove CSS property* removes a property from the table. With the  arrow buttons, the order of the properties can be changed.

b) Show CSS properties in grouped table



☰ *Show CSS properties in grouped table* shows the most important style properties of the element in a table, in which the styles are ordered by groups.

c) Show CSS properties in editor



📄 *Show CSS properties in editor* enables the editing of the style properties in the CSS editor. By clicking on  *Save CSS*, your changes will be applied.  *Undo last action* and  *Redo last action* allows you to move forward and backward in the history of editing steps.

i Please note that own comments will not be saved.

i In order to edit text or links in table columns, an *a* or a *span* has to be appended to the selector.

Example: the default selector

```
table.Table_Standard > tbody tr td.textvcontrol5ECDF9CF
```

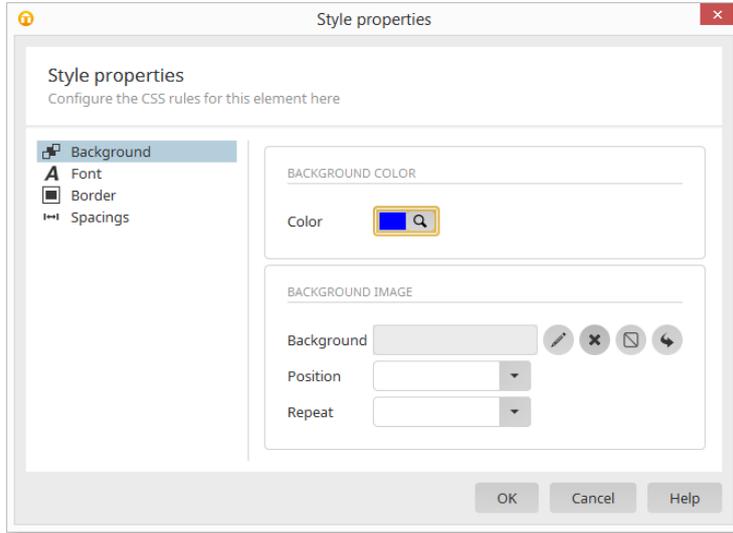
hits the background properties of the table. The edited selector

```
table.Table_Standard > tbody tr td.textvcontrol5ECDF9CF span
```

influences the text format in the table cells of the column.

d) Show CSS properties in dialog

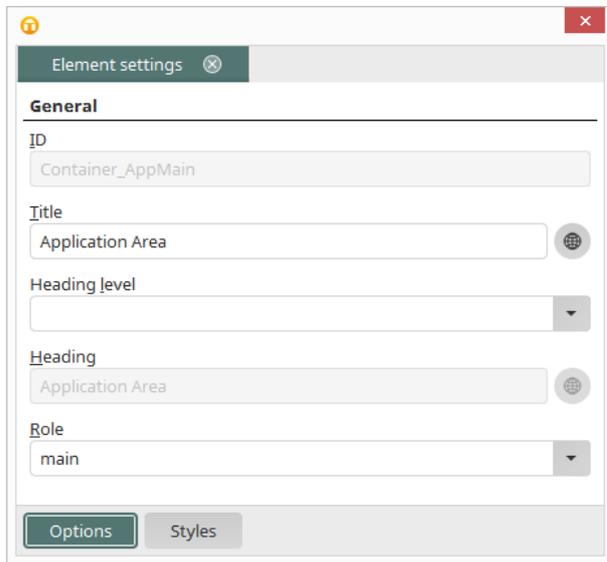
 *Show CSS properties in dialog* opens the style properties in a dialog, in which they may be comfortably and easily edited. You can find a description of these dialog pages in the chapter on *Layout Elements*.



You can find a description of the individual settings in the chapter on *Properties*.

3.1.2. Options

a) General



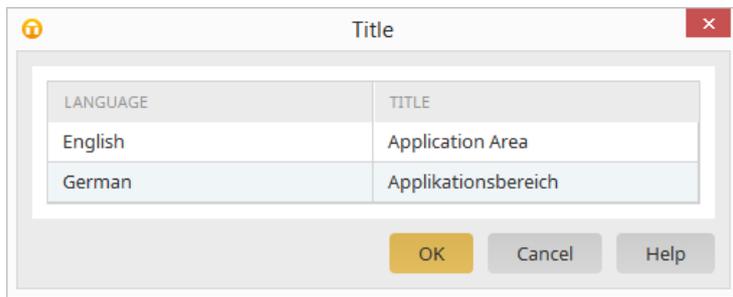
In the general area of the options, you will find for all elements their *ID*, via which the element will be identified in the CSS. If the ID can be edited here, you should take care to use an ID that is unique in the layout. If you use an existing ID, your changes will be rejected as soon as you highlight another element on the workspace.

Here you can also give your element a title, which it will possess in all areas of the *Design* module.

You can define a *Heading Level* and enter a *Heading*. The *Heading Level* will not influence the structure of the layout, but it will be, like the *Heading* itself, written in HTML below the container and can be used from screen readers and search engines.

If you wish to construct barrier-free pages, or simply bring more transparency to your layout construction, you can assign the element a *Role* here (see appendix *WAI – Aria Roles*).

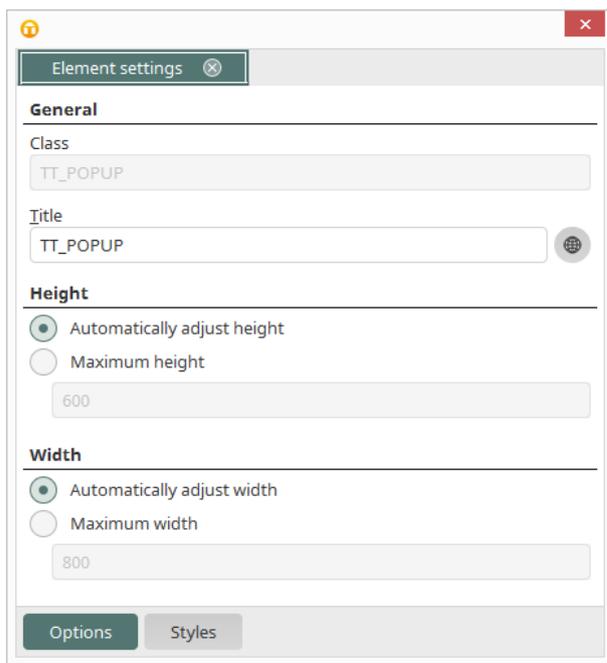
Every time you see the symbol for  *Multiple languages*, you can enter a text in multiple languages by clicking on it.



Simply enter the desired text in the relevant languages here. You can find all information on this topic in the handbook on *Multilingual Portals*.

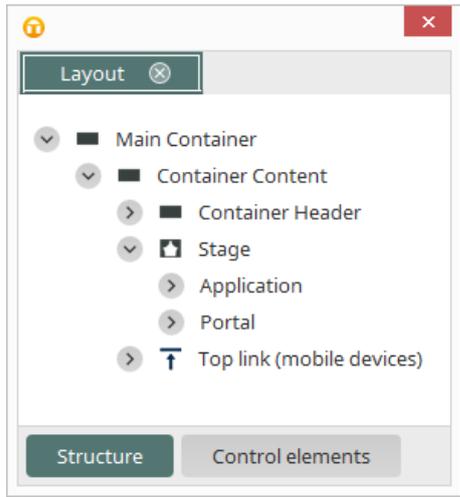
All additional settings that can be performed here in the *Options* area vary from element to element. You can find an explanation of the specific settings in the chapters describing each corresponding element.

b) Tooltips



The desired height and width of a tooltip can be defined here. With the options *automatically adjust height* / *automatically adjust width* the size of the tooltip is automatically adjusted in relation to the rest of the page. Below the *maximum height* / *maximum width* can be set in pixel.

3.2. Layout

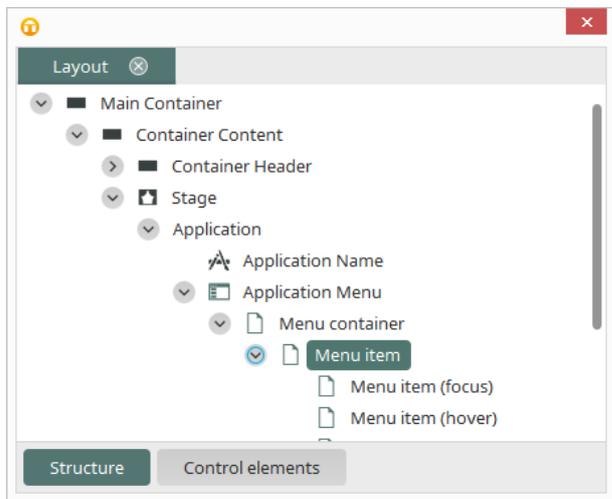


In the *Layout* area, the *Structure* of your layout will be represented. Here you can inform yourself about the hierarchies of the various elements.

3.2.1. Structure

When you select an element in the structure, it will be highlighted on the workspace. Its settings will be shown in the *Element settings* area and can be changed there.

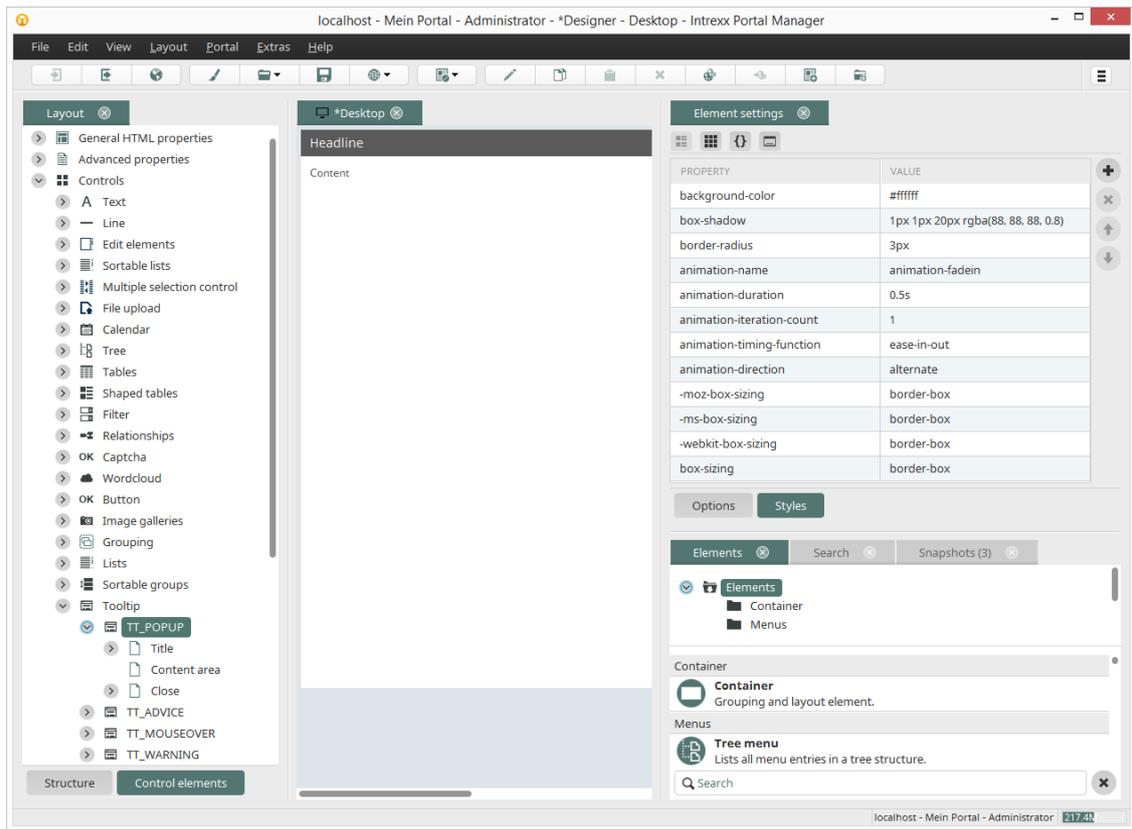
Layout elements can be moved via drag & drop in the layout tree if their arrangement needs to be changed.



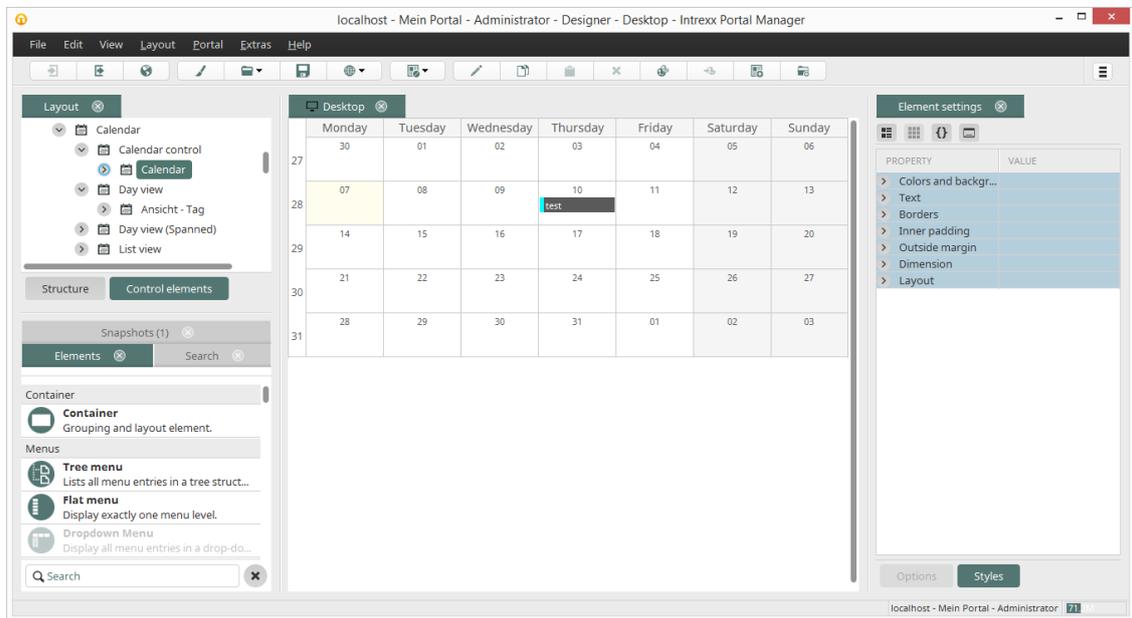
3.2.2. Control Elements

Clicking on *Control elements* switches to a view in which you can load, and then edit, the settings for *General HTML properties* (such as *body*, *table*, or *div*), *Advanced properties* (such as *login*, *warnings*, *error messages*), and *Controls* (such as *edit fields* or *buttons*) in the *Element settings* area.

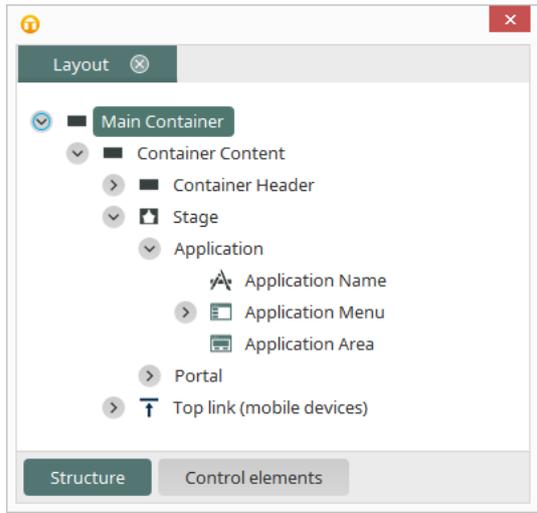
The control elements that you find here can be assigned in the *Applications* module to application elements. The control elements are ordered in the *Design* module by type, such as *edit elements* or *buttons*. For *tooltips*, the maximum height and width can be controlled from the element settings, if you select this control element in the *Layout* area.



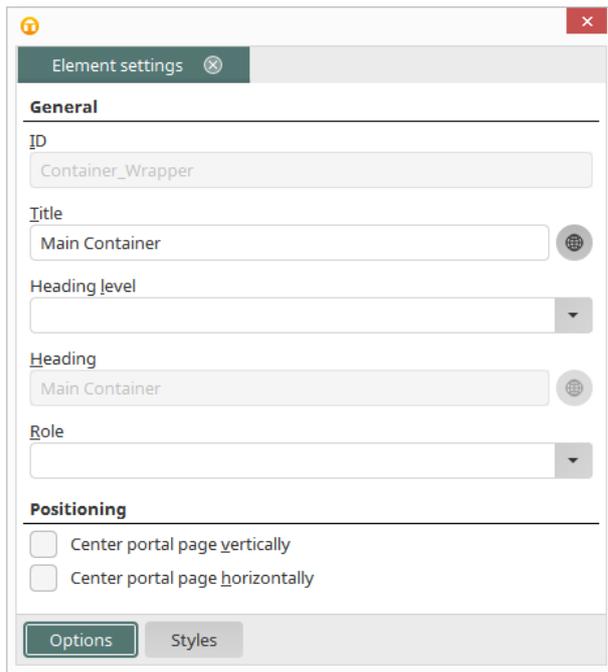
For the calendar control element, the corresponding style properties will be displayed in the *Element properties* as soon as you select a specific area (such as a calendar cell or an appointment title) in the preview.



3.2.3. Main Container



In the main container, all elements of your layout are combined. In the layout structure, you will find below the entry for *Main container* all elements are contained in the hierarchy in which you currently see on the workspace. Here as well you have direct access to the HTML properties via the *Element Settings* area.

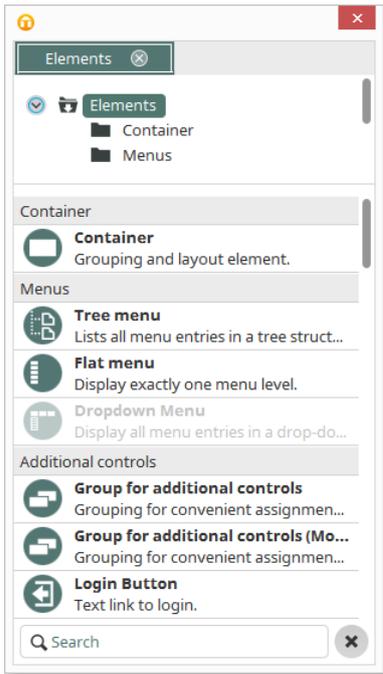


Here you will find the *ID* of the container and you can edit the *Title*. You can define a *Heading Level* and enter a *Heading*. The *Heading Level* will not influence the structure of the layout, but it will be, like the *Heading* itself, written in HTML below the container and can be used from screen readers and search engines. If you wish to construct barrier-free pages, or simply bring more transparency to your layout construction, you can assign the element a *Role* here (see appendix *WAI – Aria Roles*).

In the lower area, you can decide whether you want to center the portal page *vertically* or *horizontally*.

3.3. Elements

Underneath the layout structure you will find the Elements area. The elements that you will use to construct a layout can be selected here and then moved onto the workspace via drag & drop.



The display of elements can be changed via the context menu.

Show Icons

shows icons for the elements

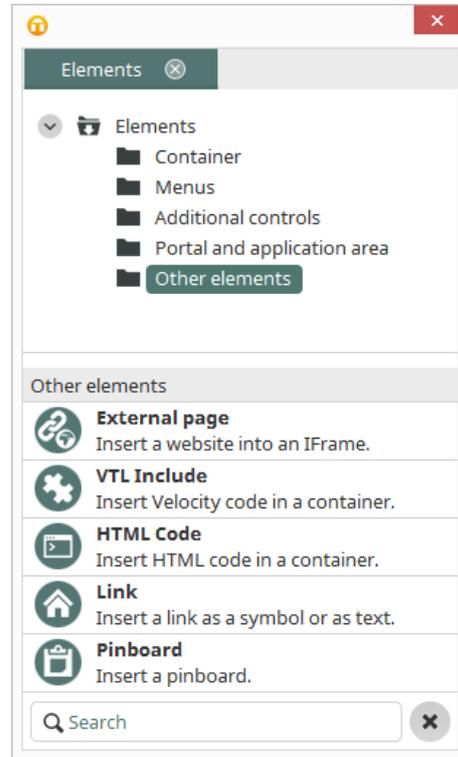
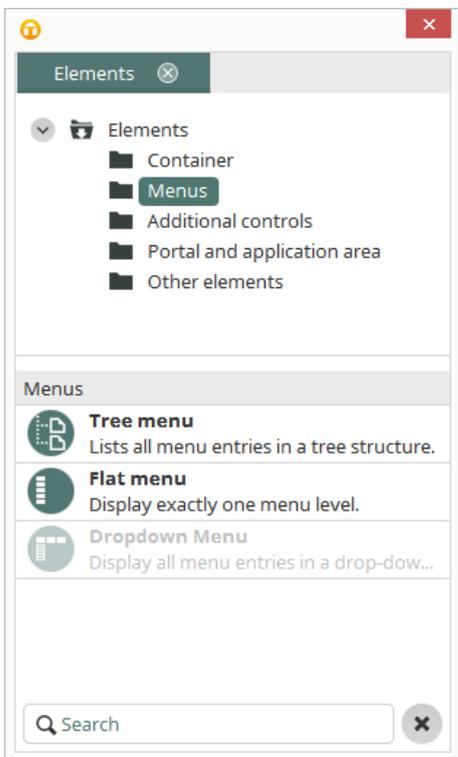
Show Icons and Titles

shows icons and titles of the elements

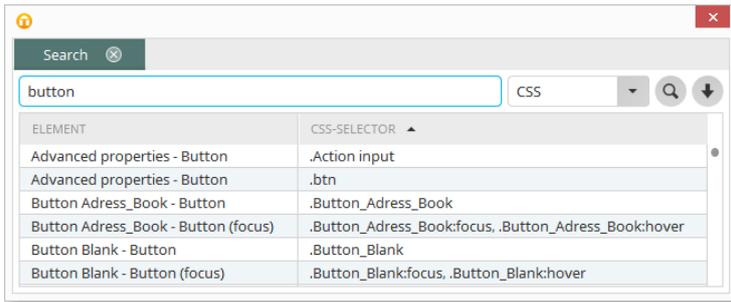
Show Icons and Description

shows icons and descriptions

In the Search field, you can search for elements. If you click in the upper area on an entry, the elements in the lower area will be filtered depending on which group has been selected.

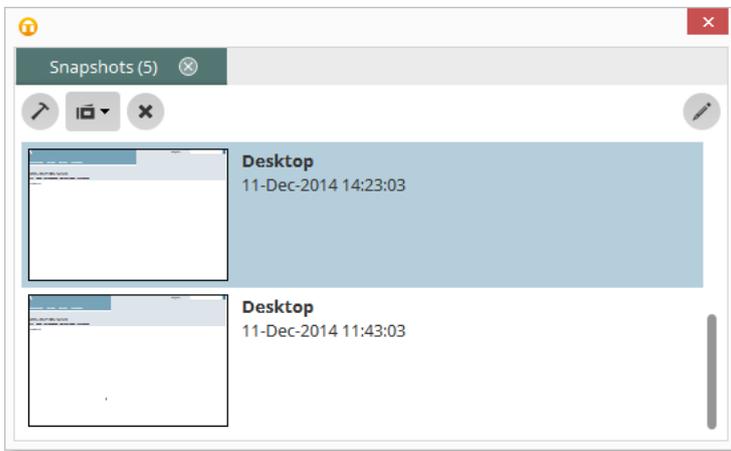


3.4. Search

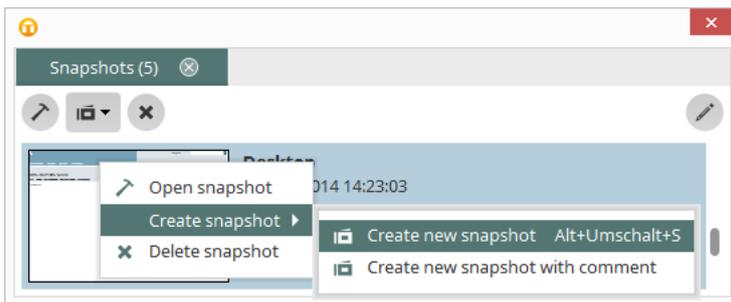
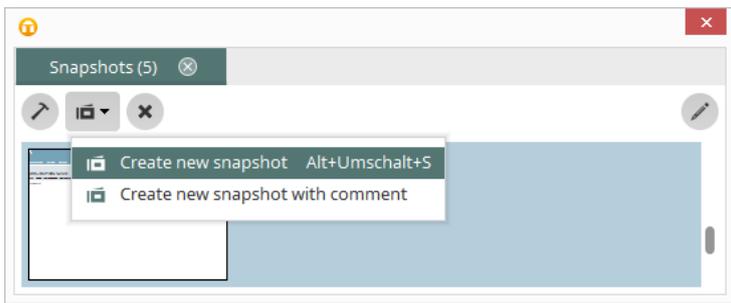


Here you can search for the title of an element, a CSS selector, or by choosing *CSS*, for properties in the CSS. All elements for which the entered search term applies will be listed after clicking on *Search*. Double clicking on a hit highlights the searched-for element on the workspace.

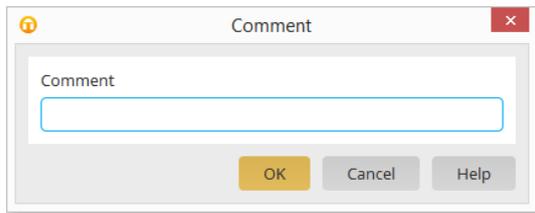
3.5. Snapshots



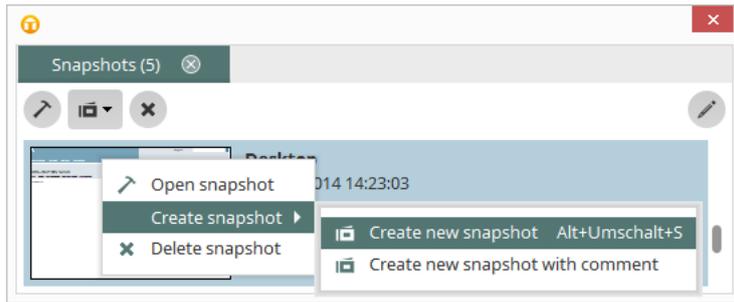
With the menu item *View / Snapshots*, an area will be shown in which the current layout is "photocopied" in defined points in time. Clicking on one of the snapshots will restore the status of the layout at this point in time.



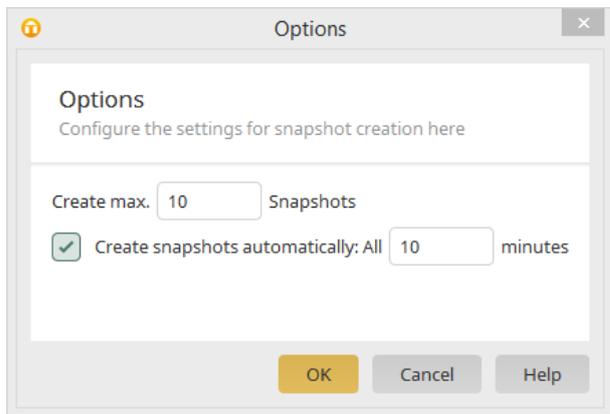
Create snapshot will copy the layout at the current point in time. Via the context menu, a snapshot can also be created with a comment.



Here a description of the snapshot can be entered. Click *OK*.



Open snapshot loads the selected snapshot. *Delete Snapshot* will delete the selected snapshot. By clicking on *Edit*, a dialog will be opened in which the maximum number of snapshots created and the time period between automatically created shots can be defined.



4. Main Menu

4.1. File Menu

New, open, delete Layout

With these menu items, the Layout Manager will be opened, in which new layouts will be created, opened for editing, or deleted.

Close Layout

Closes the layout currently open.

Close all layouts

Closes all layouts currently open.

Importing and exporting layouts

All information on this topic can be found in the chapter of the same name.

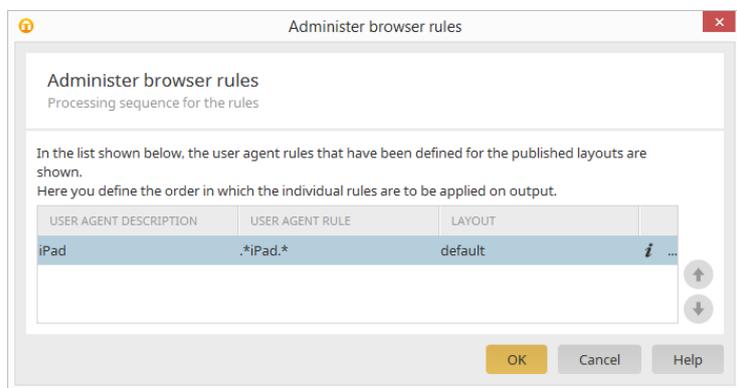
Publish Layout

Saves the layout currently visible on the workspace to the server.

Save layout locally

The layout can be saved to an unlocked local directory of your choice, or on the network as a layout file with the ending *.ixcla*.

4.1.1. Administrate Browser Rules



Clicking on this menu item opens a dialog in which you can influence the order in which user agent rules will be executed by clicking the \updownarrow arrow buttons. These rules can be defined in the layout properties.

Definition

Each client that accesses a web application will be designated with a user agent. Upon each access to the server, the client sends an identifier, the so-called user agent string, to the server. With this recognition code, the client can be identified.

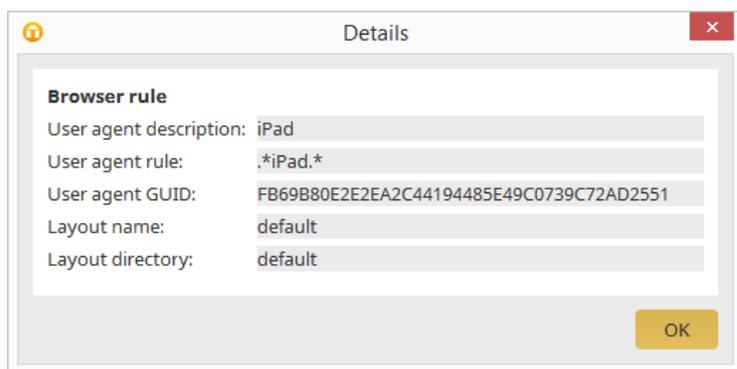
By managing the browser rules, Intrexx can control which layout should be presented for which client. This is important, as various end devices make various demands on the display necessary, such as with the iPhone or BlackBerry.

Example

If a user calls up the Intrexx portal with their iPhone, the browser of the iPhone will transmit a user agent string to the server, such as *Mozilla/5.0 (iPhone; U; CPU iPhone OS 3_0 like Mac OS X; en-us) AppleWebKit/528.18 (KHTML, like Gecko) Version/4.0 Mobile/7A341 Safari/528.16*.

In the Intrexx portal, the user agent string will be compared, item by item, with the user agent rules in the browser rule manager. The user agent rules are defined via regular expressions, which present a pattern for the possible user agent strings. If a match is found with a user agent rule, the layout linked with the rule will be shown on the browser of the iPhone.

A click on *Show Details* will open a dialog, in which you can access further information like for example the GUID of the user-agent and the name of the layout.



You can find additional information on the topic *User-Agents* in the chapter titled *Layout Properties*.

4.2. Edit Menu

Depending on the element that is currently selected, various menu items are available in this menu.

Copy

Copy the currently highlighted element to the clipboard.

Paste

Paste the contents of the clipboard to the workspace.

Delete

Delete the currently highlighted element.

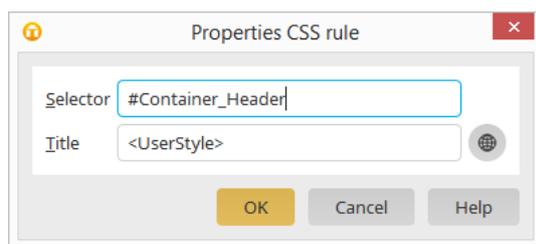
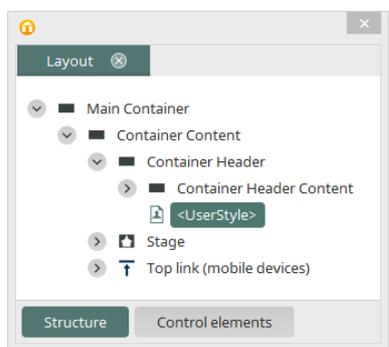
Copy CSS property

Copy the style properties entered to the stylesheet for the currently highlighted element to the clipboard.

Paste CSS properties

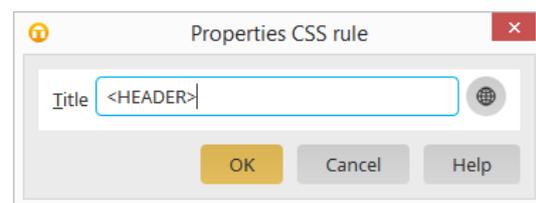
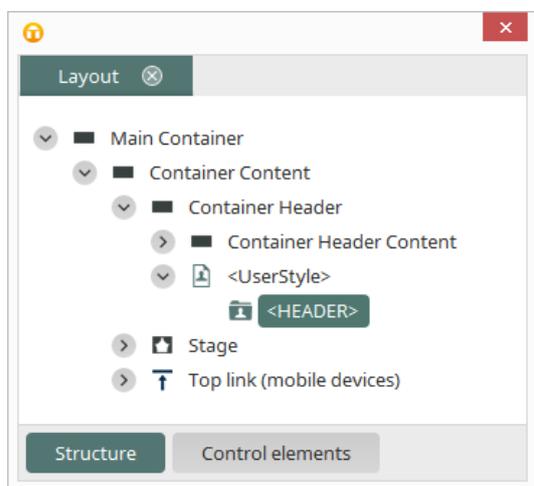
Overwrites the CSS properties of the highlighted element with the CSS properties in the clipboard.

Add CSS rule



In an Intrexx layout, you can define your own CSS rules via the menu item *Edit / Add CSS rule*. In the *Selector* field, enter the selector name. In the CSS appendix, you can find a short introduction to the various selector types that you can find here in the application. Under *Title*, you can give your own style a name, which will be used for display in the various areas of the *Design* module. You can reach the properties dialog for user-defined CSS rules via the *Layout* area.

Insert new level



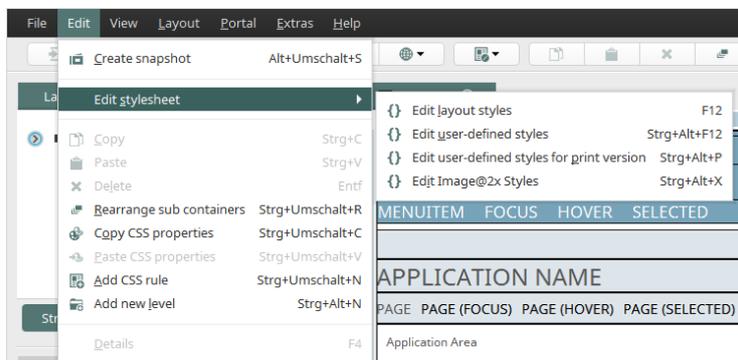
CSS rules can also be grouped for a better overview. Enter a title, which will be used when your grouping is shown in the layout area.

Create snapshot

Creates a snapshot of the currently opened version of the layout (see *Snapshots* chapter).

Edit stylesheet

In this menu, you can find additional submenu items, via which the individual stylesheets of an Intrexx layout can be edited in the CSS editor (see handbook *Editors*).



i In the layout, calendar, and calendar navigator styles, the style properties of all rules can be changed; however, it is not possible to add new rules or change existing selectors. Also own comments will not be saved.

If you make changes to stylesheets, you should possess sufficient technical knowledge to do so. Errors created in the stylesheets can hinder the execution of the portal.

With *Edit user-defined styles*, you have the ability to define your own styles. All CSS rules defined in this stylesheet will overwrite Intrexx styles if the selector name of an Intrexx Style is used for a user-defined style.

Edit user-defined styles for printview opens the stylesheet in which CSS rules can be defined for when pages are printed via the browser menu item *Print*. These rules will be attached to the stylesheet *print.css* (see chapter *Layout Properties / Print*).

Properties

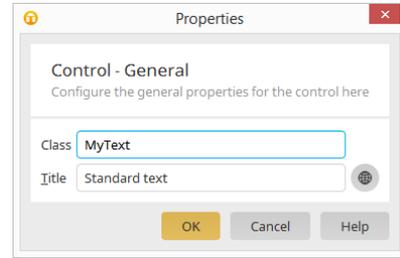
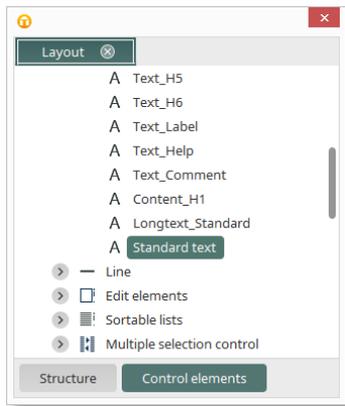
With this menu item, the properties dialog of an element will be opened in the layout structure.

Reorient subcontainer

For container elements, clicking on this menu item will reorient all absolutely positioned subelements with one automatic height or width, so that they will afterwards take the maximum amount of space available to them. As this procedure involves an automatic calculation, a snapshot will be created in advance, so that you can restore the previous state of your layout if the results of the calculation do not fulfill your expectations.

Add control element

From the *Layout* area, this menu item allows you to create a new control element with the corresponding CSS rules.



To do so, select the desired type (such as *Text* or *Button*). In the properties dialog, enter the name of the *Class* and a *Title*, under which the new control element will be listed in the layout structure. The new element can later be assigned to an element in a portal application.

When you define the properties for a control in the application designer, please ensure that you use titles that are unique, portal-wide. No title can be used again in another application in the current portal.

Add empty control element

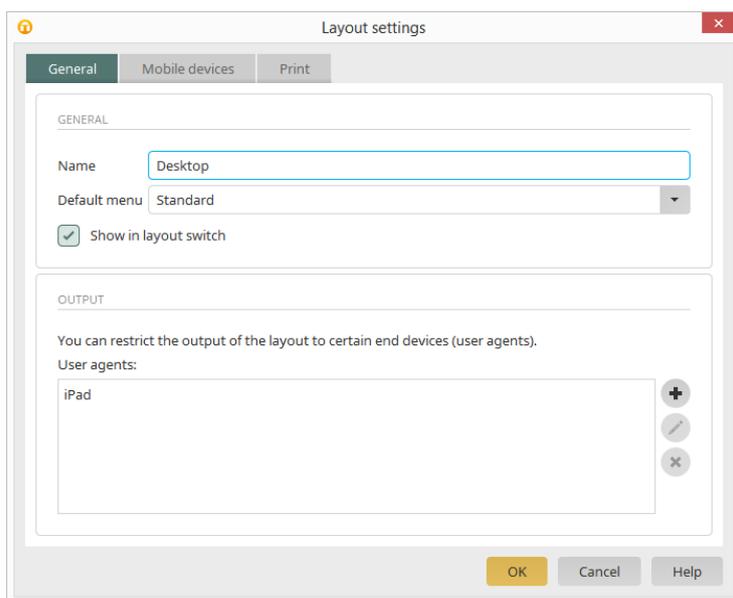
Via this menu item, a new control element can be created in the same way as above. It will contain no predefined rules besides a class selector.

4.3. View Menu

In the *View* menu, the various areas of the *Design* module and the ruler at the border of the workspace can be shown or hidden. In addition, you have the ability to restore the default view mode.

4.4. Layout Menu

4.4.1. Layout Settings

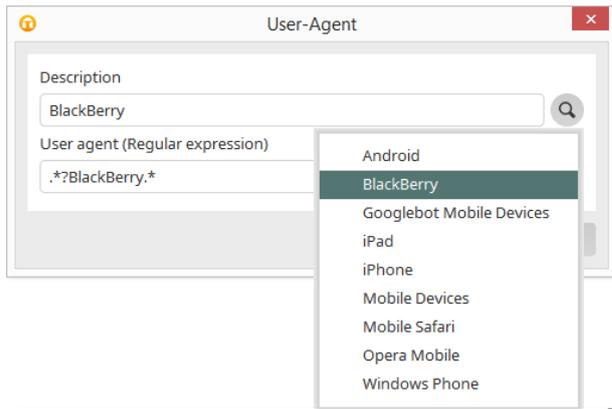


On the *General* tab, the *Name* of the layout can be changed. In the *Default menu* selection list, select the menu that will be initially loaded when it is queried (see also *Introduction* chapter and *Edit Menu* chapter).

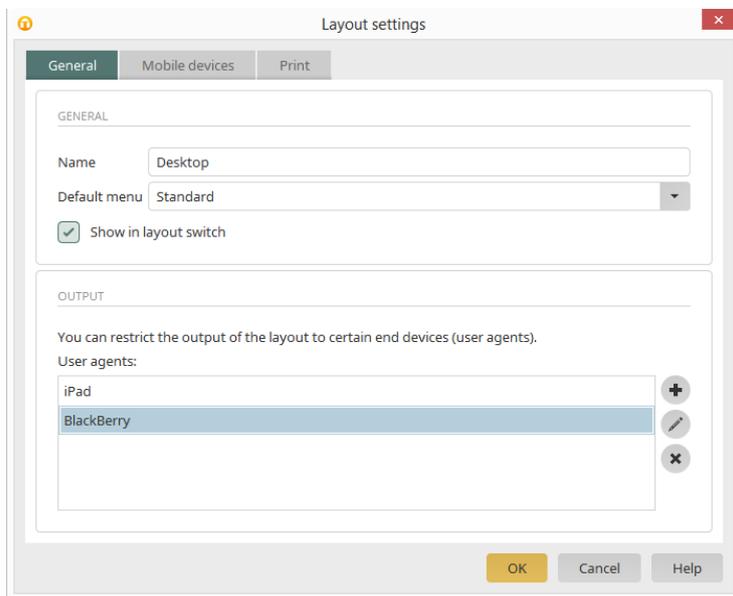
The Setting *Show in Layout Switch* shows the name of the layout in the additional control *Layout Switch* (see Chapter *Additional Controls / Layout Switch*).

In the lower area, you can add new user agents by clicking on **+** *Select user agents*, which will output the layout to their corresponding end devices.

i A user agent is a client program, with which a network service can be used. The user agent is the interface to the user that displays its contents and receives commands. Examples of user agents include browsers, e-mail programs, and newsreaders.

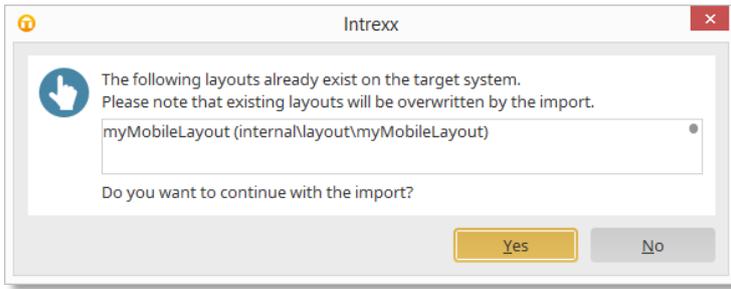


Here you can either enter the desired user agent directly or insert it with a click on **Q** *select User-Agent*. Under *User agent (regular expression)*, you will find the regular expression with which the end device that logs on will be identified. You can modify these rules here. Click on *OK* to save the new settings.



The new user agent will now be entered to the list. By clicking on **✎** *Edit selected user agent*, the selection can be changed. **✕** *Remove user agent from selection* removes a user agent from the list.

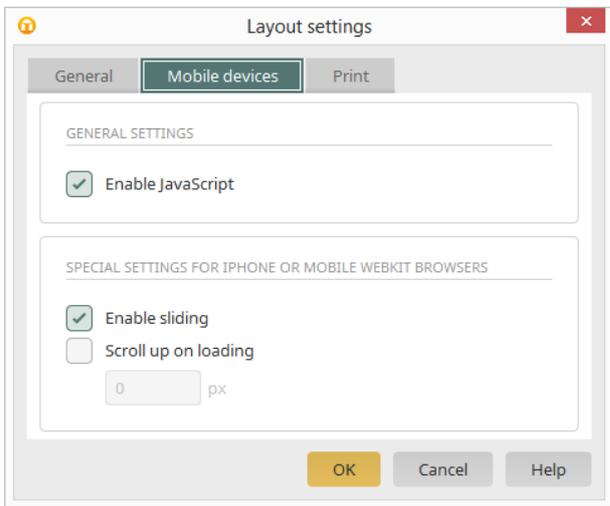
If changes to the user agent rules are made in the meantime, such as due to a layout being locally edited, a message window will be shown when the layout settings are opened.



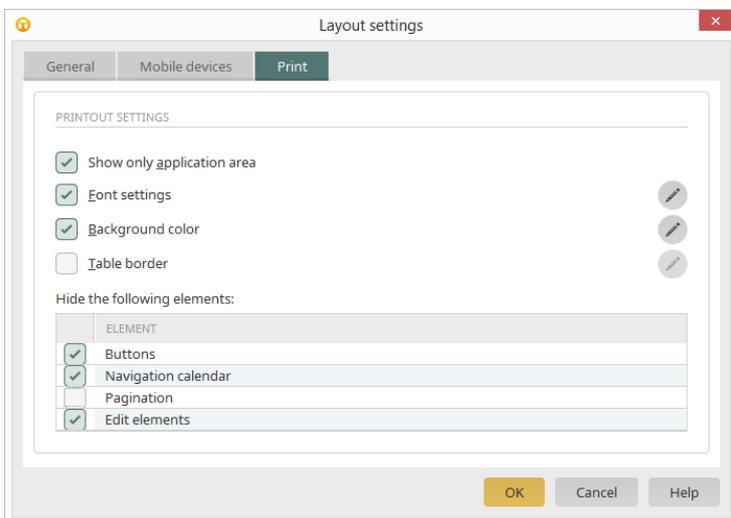
In the file *useragent.cfg* in the directory `<Intrexx>\client\cfg`, the user agent rules currently defined on the client will be written in the following form:

```
<userAgents>
  <userAgent guid="Guid of user agent" regex="regular expression"
    description="description of user agent" lock="true"/>
</userAgents>
```

If the user agent rules of a layout are edited on other clients in the meantime, differences will result here in the configuration. In the lower area of the message dialog, you can decide whether you want to apply the rules as they are preset on your client in the file *useragent.cfg*, or if the rules should be applied from the layout in your client configuration.



If the end devices can process Javascript, you can set the setting to *Activate Javascript*. In the *Special settings for iPhone*, you can *Activate sliding*. The setting to *Scroll up upon loading*, you can enter the number of pixels to be scrolled up.

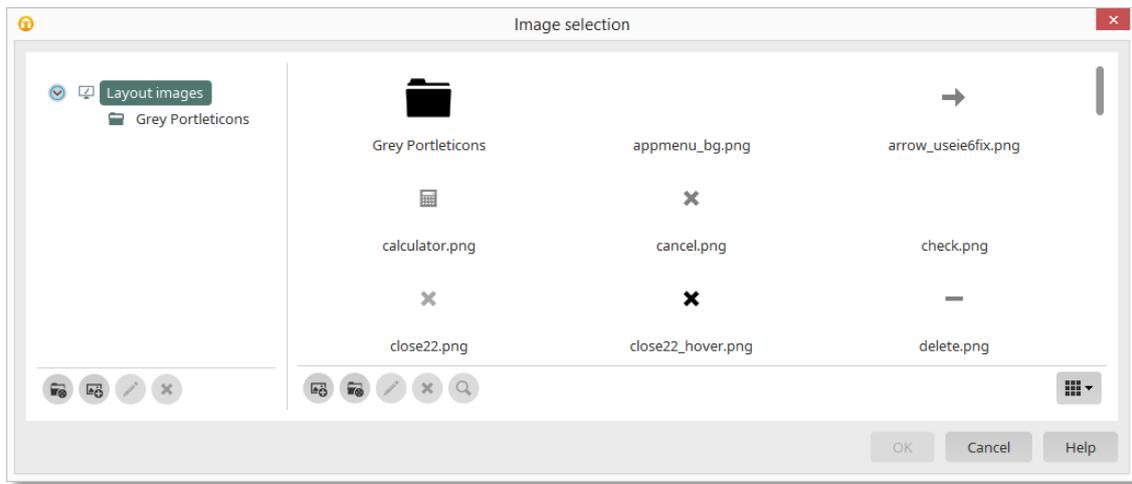


Here you can control the layout of a page when printing via the browser menu, which you can reach in most browsers via the main menu *File*. The setting to *Only show application area* has the effect of only outputting the elements that are contained in the application area when printing. If this setting is not applied, all other areas, including menus, additional controls, etc. will be printed out as well.

If you activate the *Font properties* setting, you will have the ability, after clicking on *Edit font properties*, to define a font that will be used when printing (see *Font* appendix).

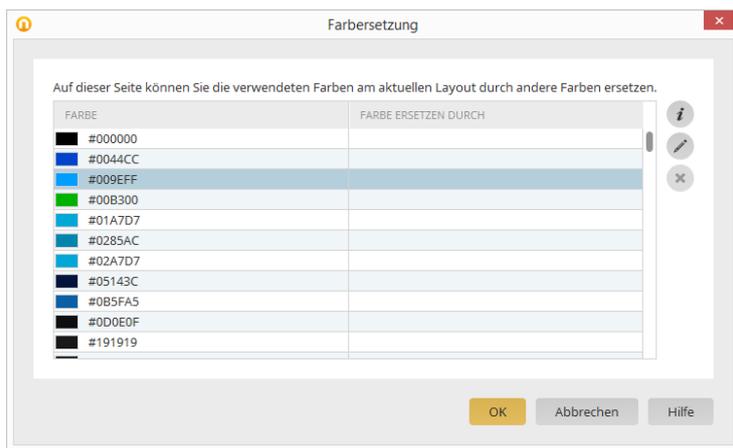
The *Background color* (see *Colors* appendix) and the display of the *Table borders* can also be influenced here. If individual elements should not be printed, please deactivate them in the lower area.

4.4.2. Manage Image List

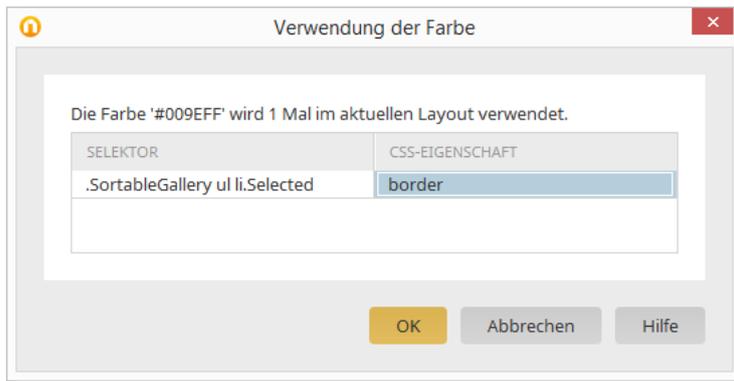


All Information on this topic can be found in the handbook *Applications II*.

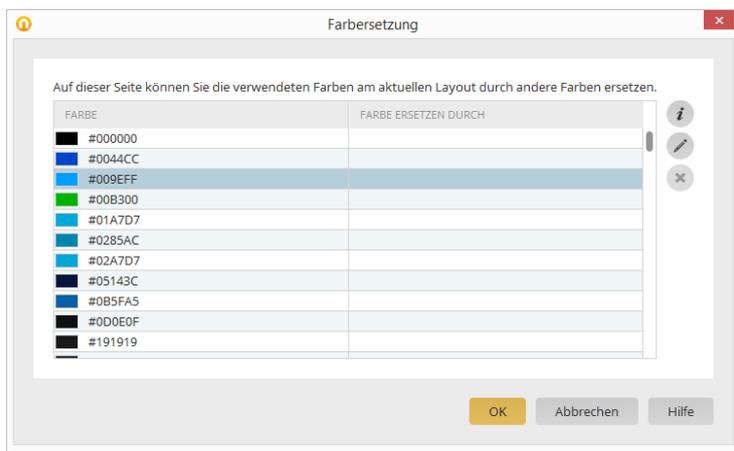
4.4.3. Replace Colors



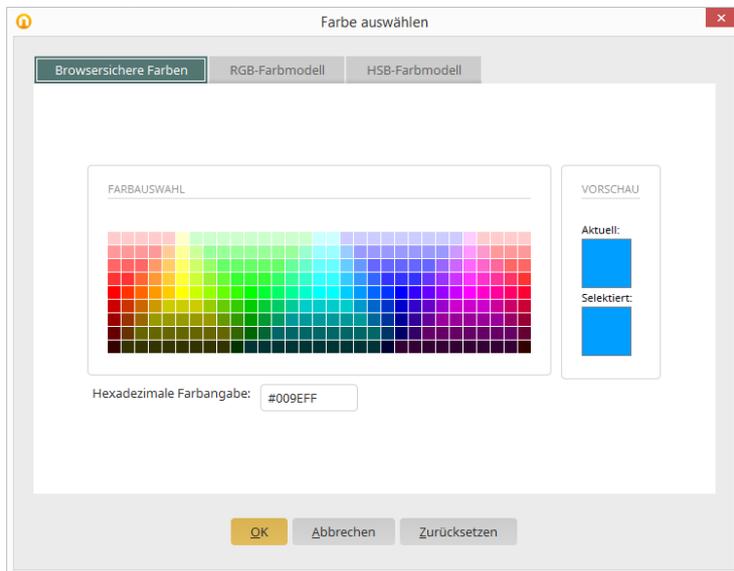
All colors used in the current layout are displayed in this dialog box, which takes the CSS properties *background-color*, *border-color*, and *color* into account. Click *i* Selected color use to open a further dialog box.



It shows you how frequently the selected color occurs in the layout. Click *OK* to close the dialog box again.



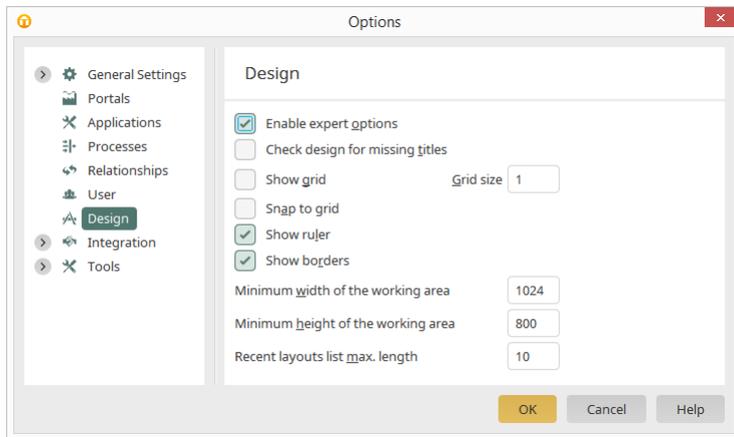
You can replace any color value with another color value by clicking *Select color*.



Select the desired color here. The *Browser-safe colors*, *RGB color model*, and *HSB color model* tabs are available for you to do so. Click *OK* to apply your selection. See the *Color* chapter for more information on this topic.

4.5. Extras Menu

4.5.1. Options



If you activate the *Options for experts* for the *Design* module, you can reach the *Details* dialog via the *F4* key, which provides additional information on the properties of elements.

Check design for missing titles has the effect that the design will be searched for missing entries for titles in other portal languages when it is opened (see handbook *Multilingual Portals*).

The *Show Grid* setting will display a grid on the workspace. The grid size (the distance between the grid points on the workspace) can be defined here. The default value *10* corresponds to a distance of 10 pixels between individual grid points.

The setting to *Align to Grid* will orient the graphical elements in the diagram view along the bars.

Show Ruler will show or hide the ruler on the workspace.

Show frames causes lines to be shown that emphasize the borders of the layout containers.

Minimum width of the working area sets the minimum width of the workspace. If the window is smaller, a horizontal scrollbar will be shown. The layout preview on the workspace will though be displayed in the dimensions it would have if it would be displayed in a browser. *Minimum height of the working area* sets the minimum width accordingly.

Recent Layouts list max.length specifies how many of the recently edited layouts will be shown in the Layout Manager, when clicking on *Recently Edited*.

5. Importing and exporting layouts

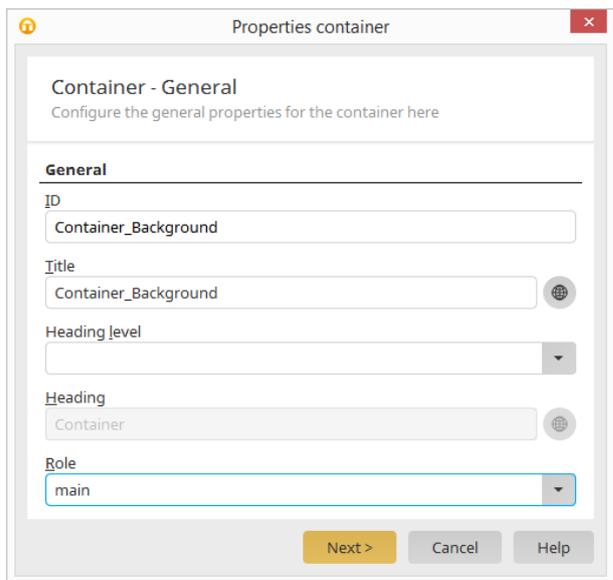
All information on this topic can be found in the handbook *Import / Export*.

6. Elements

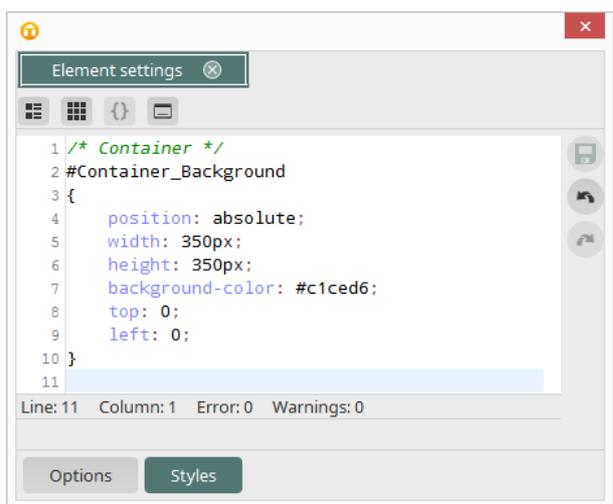
6.1. Properties

For existing elements, you can open the properties dialog by double-clicking on the element on the workspace.

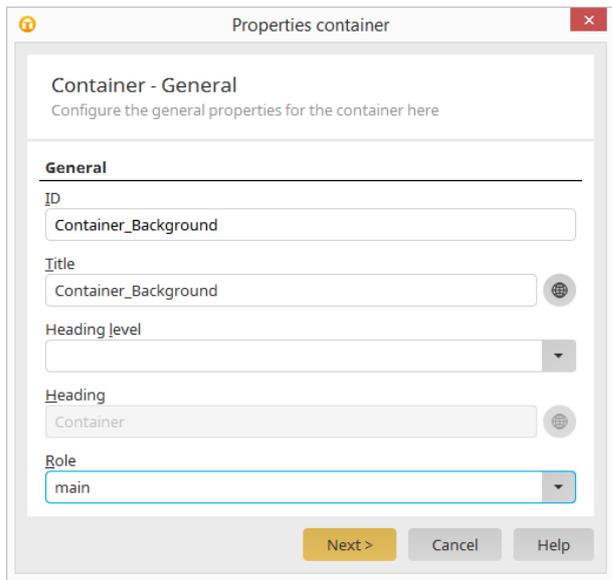
6.1.1. General properties



In the general properties of an element you can find the *ID*, which identifies the element in the CSS.



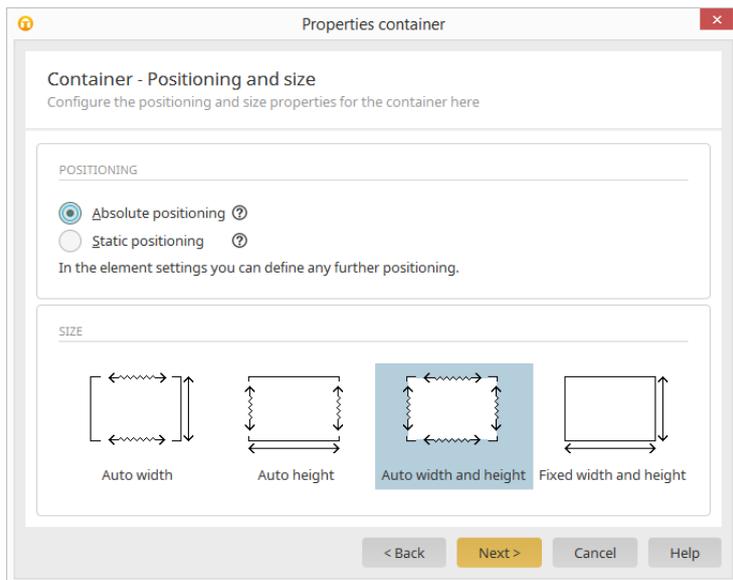
The *ID* will be automatically generated by Intrexx and can be changed upon creation, or afterwards in the *Element settings* area. If an *ID* is already being used for another element in the layout, you will be notified of such in a warning, as *IDs* within a layout have to be unique.



In the general properties, the title can also be changed while creating an element. Click *Next* to continue.

6.1.2. Positioning and Size

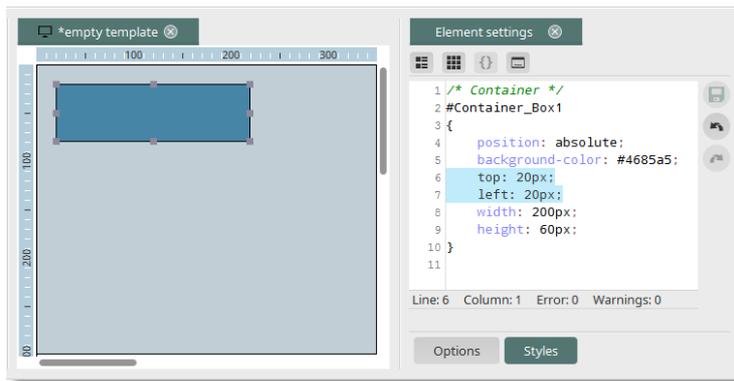
For most elements, you may influence positioning and size in the following dialog.



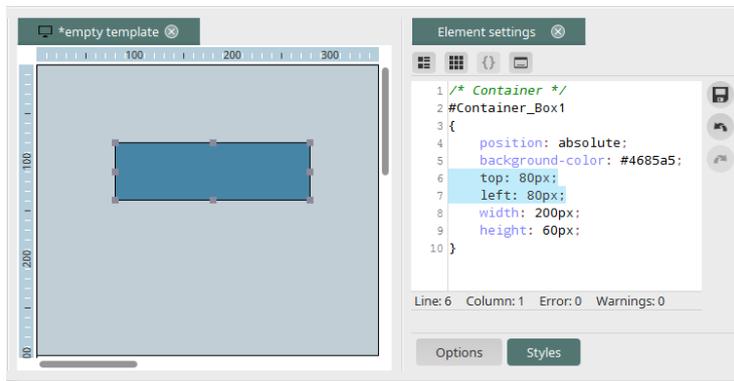
With the *Absolute positioning* setting, elements have no influence on following or neighboring elements. Absolutely positioned elements can overlap with other elements. In this, the positioning orients itself to follow the next previous element that has no static positioning.

i The *main container* is available in all layouts that you edit in the *Design* module. The main container cannot be deleted. Its properties can, as with all other design elements, be changed in the *Element settings*. For an *Empty layout*, the main container possesses the *Absolute positioning* setting. This means that each additional element that you create on the workspace with absolute positioning will align itself in its location to the main container.

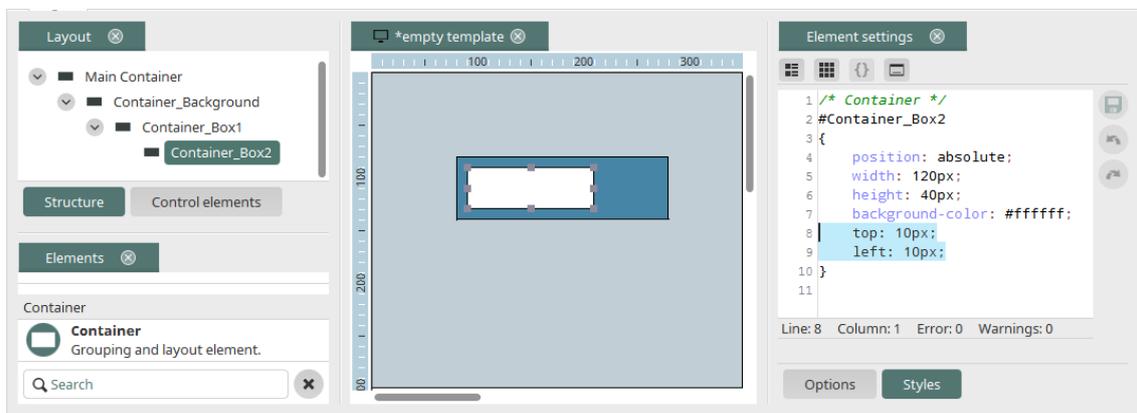
For example, if you drag a *Container* onto the workspace, its position in the CSS will be given in the distance in pixels it has in the upper left to the main container. In this example, the main container is light blue, and the newly created container is colored dark blue.



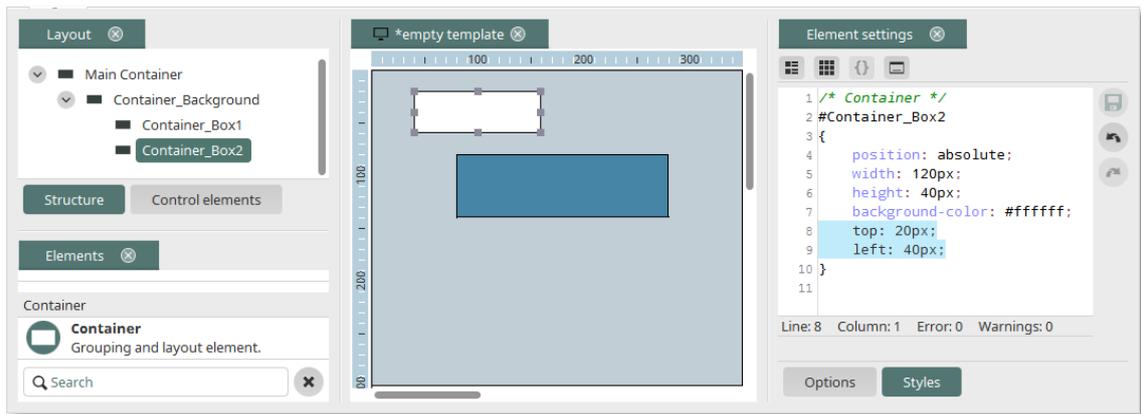
Here, the distance to the upper and left side of the main container is 20 pixels.



Here, the distance to the upper and left side of the main container is 80 pixels. An element that you arrange within this second, absolutely positioned container will give its distance from the sides of the second container.



Here the distance of the white container to the main dark blue container is ten pixels from the top and left each. If you move the white element out of the dark blue container, its position will be calculated in relation to the main container – here the distance from the left border of 20 pixels and from the top border of 40 pixels.



The absolute positioning should be implemented when an element is to be independent of its neighbors.

With the *Static positioning* setting, a line break will be entered to the HTML after the element. The position of an element will be specified through its location within the document.

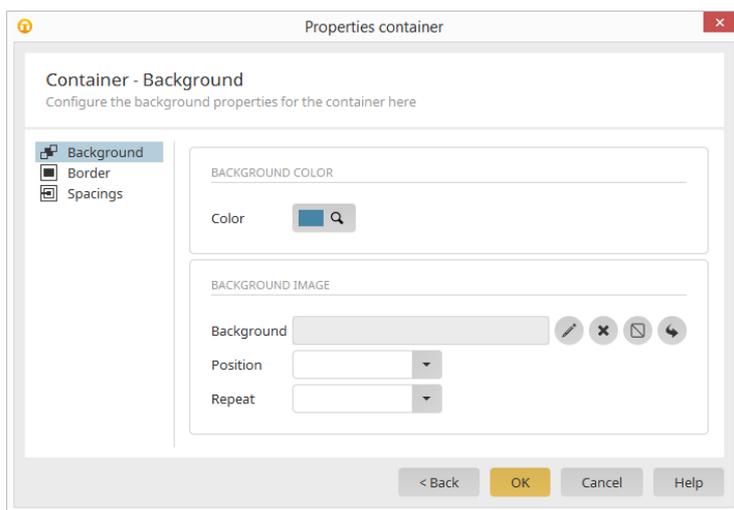
With automatic size settings, the element will be aligned by the type of positioning. For *absolute positioning*, the height, width, or height and width will be automatically adjusted for the space between its absolutely positioned neighbors. The adjustment will be controlled via the values *right* and *left* and/or *top* and *bottom*.

For *static positioning*, an automatic width ensures that the element takes on the width of its main container. An automatic height aligns itself in this case to the content of the element.

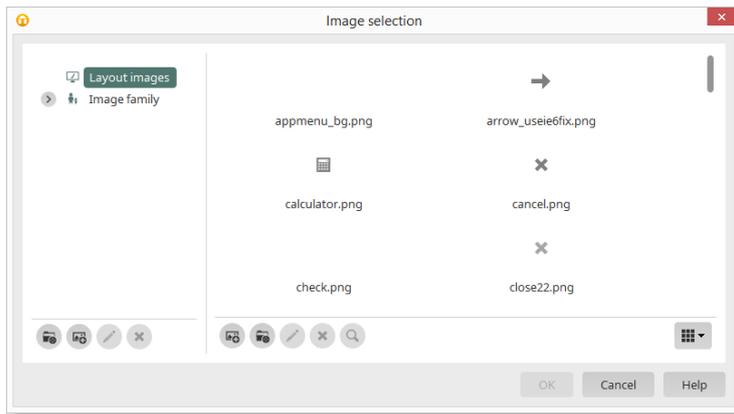
With the setting *Fixed width and height*, the dimensions that the element has on the workspace will be retained.

6.1.3. Background

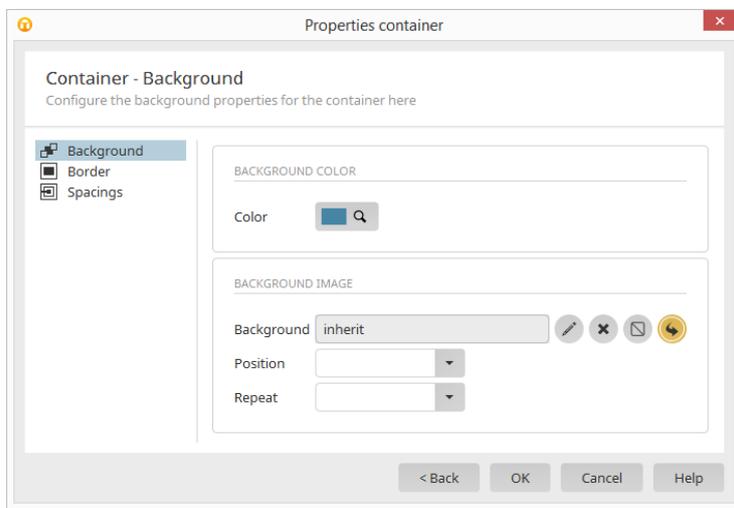
a) Background



Here you can define the *Background color* of your element. To do so, simply click on the magnifier symbol to the right of the color field (see *Colors* appendix). You can also select a background image for your element. Click on *Select Image*.



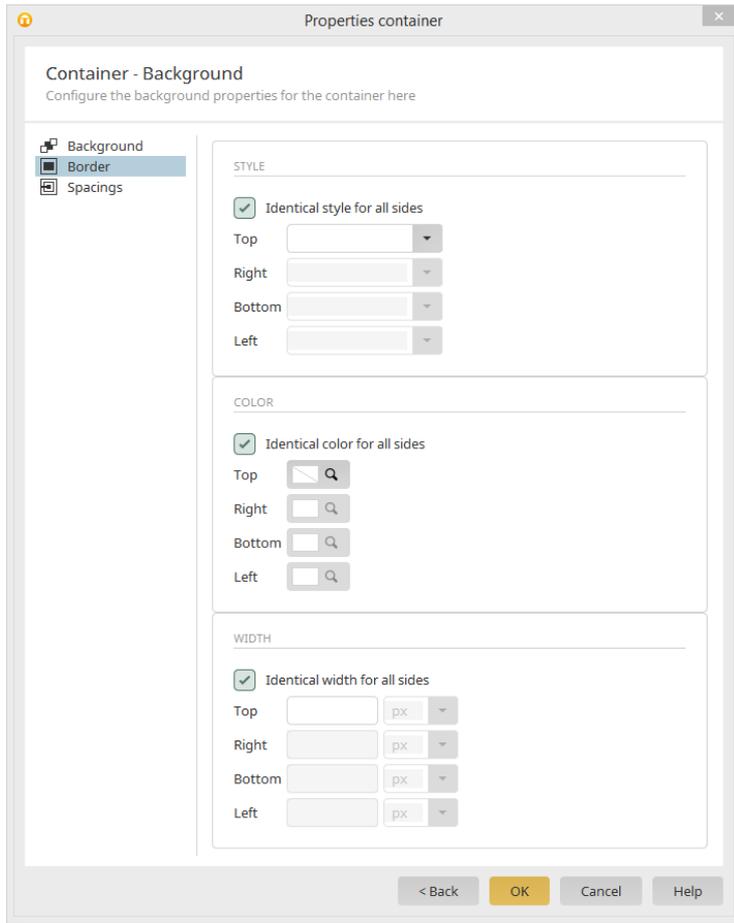
Here you can select an image that has already been saved on the server or belongs to the Intrexx image family. The formats *.png*, *.jpg*, and *.gif* are recommended for use. All informations on this topic can be found in the handbook *Applications II*.



By clicking on  *No image*, the property *background-image: none* will be entered to the CSS for the element. By clicking on  *Inherit properties from parent element* will apply the color of the previous element. In the CSS, the value *inherit* will be entered. By clicking on  *Select image*, you will reach a dialog in which you can administer all images.

In the *Position* selection list, you can define where the image should be positioned as background image in the element. You have the choice between the settings *Left*, *Upper left*, *Lower left*, *Right*, *Upper right*, *Lower right*, *Above*, *Below*, and *Middle*. With the setting for *Repetition*, you will define in which way a graphic should be repeatedly displayed. The selection of *X- and Y-repetition* will repeat the graphic in a horizontal and/or vertical direction. *No repetition* causes the graphic to be displayed in its original size.

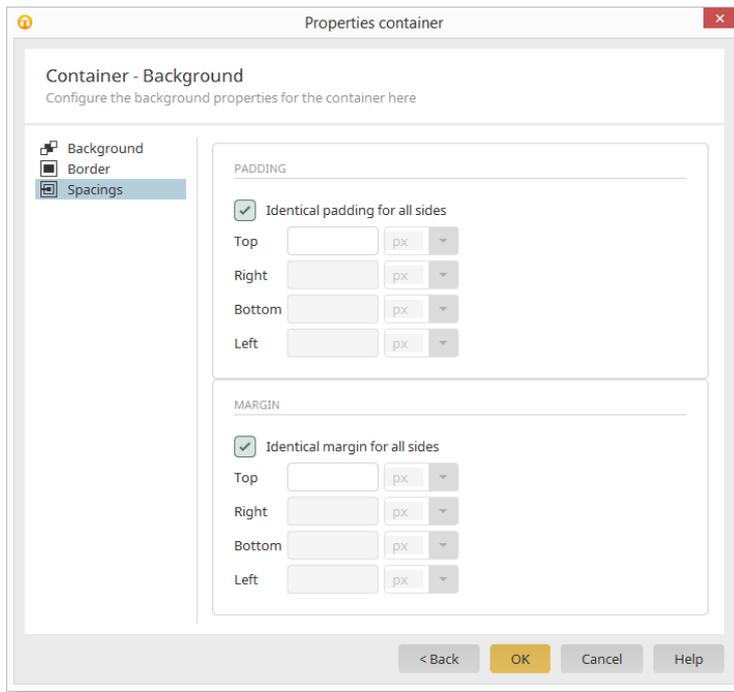
b) Borders



Here the style, color, and width of the borders around the element can be defined. The setting for *Same style for all sides* means that the setting that you define in the upper list will be applied to the right, lower, and left sides of the border. If you deactivate this setting, you can individually set all border sides. The same applies for the settings *Same color for all sides* and *Same width for all sides*.

c) Offsets

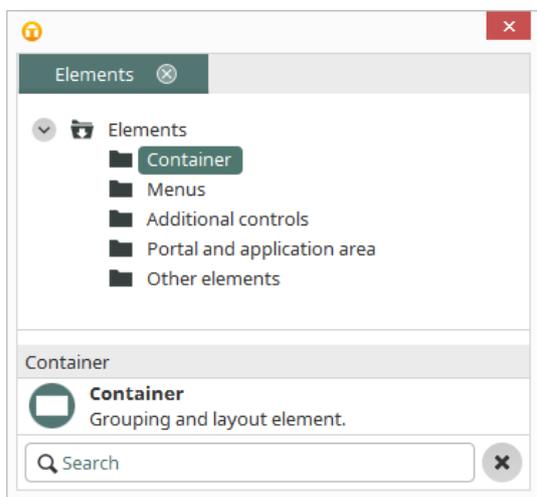
Each element consists of a spacial expanse and its contents. The spacing of an element can be controlled here.



With the inner offset, you control the distance that the contents of the element (such as text) has from its borders. Text that is located within an element will therefore be moved, according to the number of pixels entered here, up, down, right or left. With the setting *Same inner offset for all sides* will apply the value entered first to all additional sides. If the setting is deactivated, the offsets for all sides can be entered individually. Select the unit in which the spacing should be calculated from the selection list to the right of the edit fields (*px*, *em* or *%*).

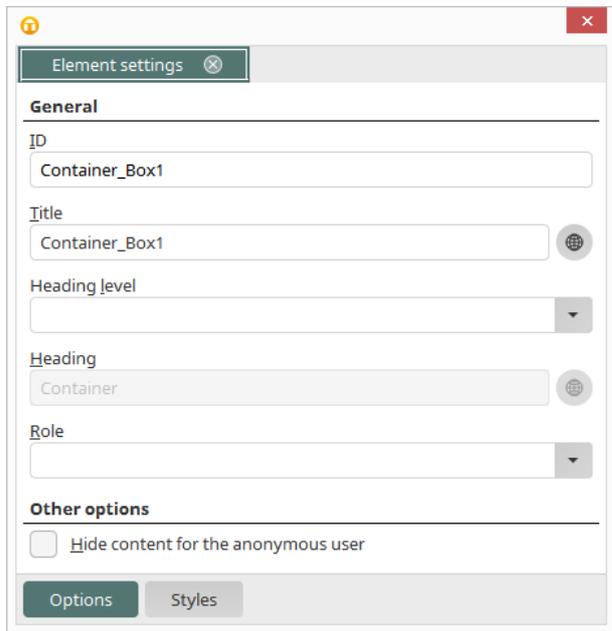
With the outer offset, you control the spacing that the element has to the outside. This offset will not be calculated from the contents of the element onward; rather, from the original special border of the element on out. Therefore, if you have entered an inner offset of 10 px and an outer offset of 10 px, the contents of the element will be separated by a total of 20 px from the next element next to it. If you have defined a border for the element, the border will be displayed from a 10 px distance around the element. The outer offset, on the other hand, controls the distance from the border to the next element, so that in this example 10 px free space will be displayed around the borders as well.

6.2. Container

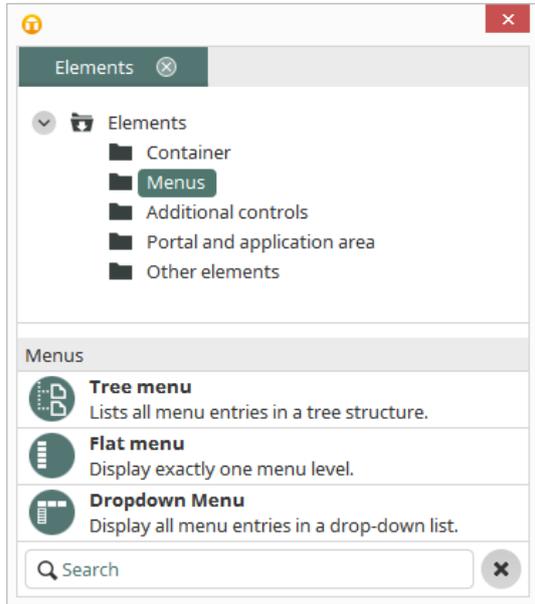


A container will be used for the grouping of elements; this will be used both in regard to their positioning as well as for other layout-related aspects. You can find the description of the properties of a container in the previous chapter.

In the area *Element Settings* the property *Hide content for the anonymous user* can be set. Containers that are configured in this way show their content only for logged on users.



6.3. Menus



Menus serve to navigate within the portal. Menus can be connected within one another. A subordinate menu reacts here to a selection made in the superior menu. In Intrexx, three kinds of menus are available for use.

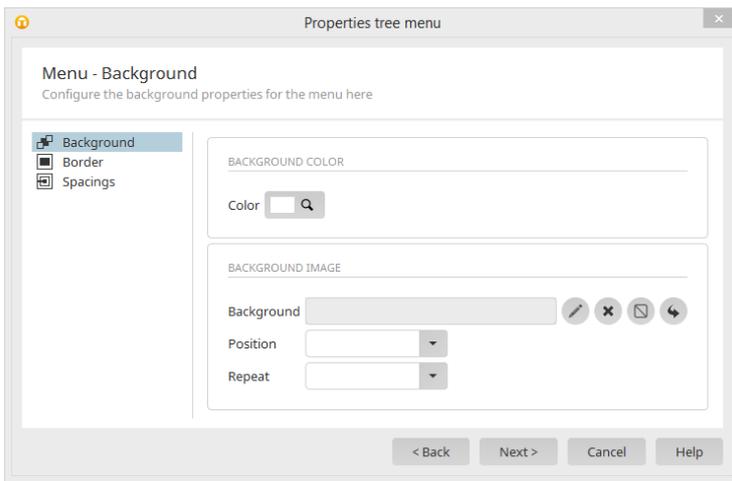
6.3.1. Tree Menu

A tree menu can show any number of level. Where the level of display begins depends on how the menu is linked to additional menus. The individual branches can be shown or hidden.

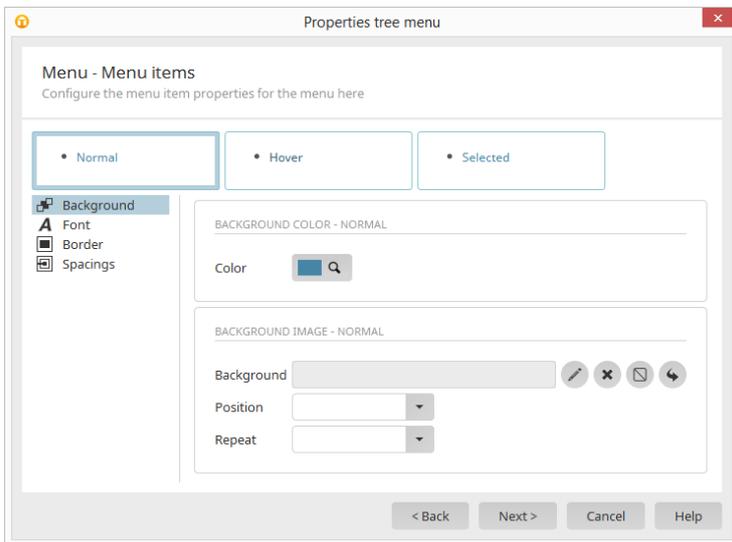


a) Properties

A tree menu has the same properties as a container. In addition, in the properties dialog, after setting the background, borders, and offsets, you can influence the appearance of the menu items. A tree menu has a total area on which the menu items will be displayed. For this area, you can set the background on the properties page for *Menu background*.

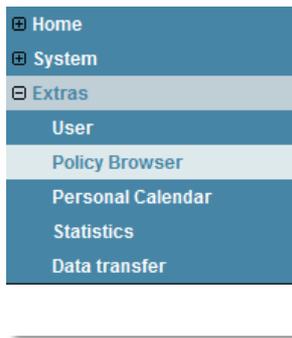


Next, you can set the background for the individual menu items on the property page *Menu - Menu items*.

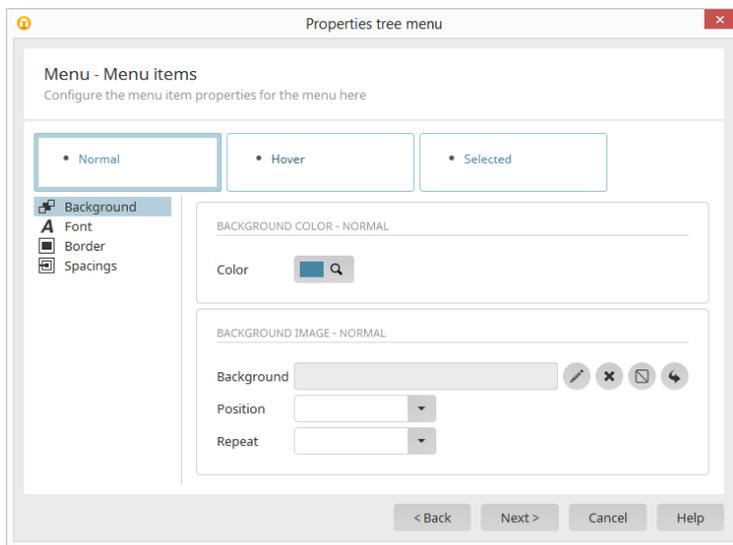


Here you can see the three fields *Normal*, *Hover*, and *Selected*. These fields represent three statuses of a menu item: *Normal* corresponds to the display of a menu item without mouse contact, *Hover* the display when the mouse is positioned above it, and *Selected* the display of a selected menu item. Therefore, you can define every status of a menu item differently.

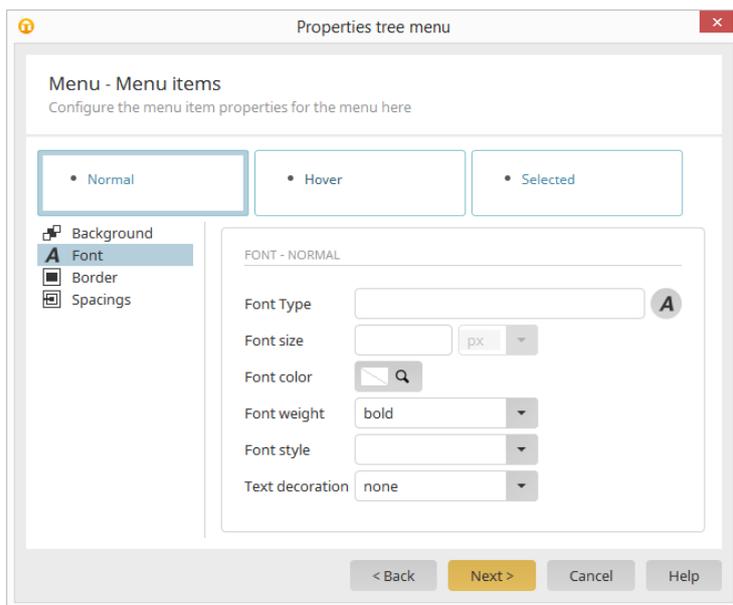
In the example shown below, the menu item *Extras* is selected; the menu item *Policy Browser* is currently in contact with the mouse. All additional menu items will be displayed in the way as has been defined for the status *Normal*.



In the lower area you will see the white of the background, which has been set for the total area of the tree menu.

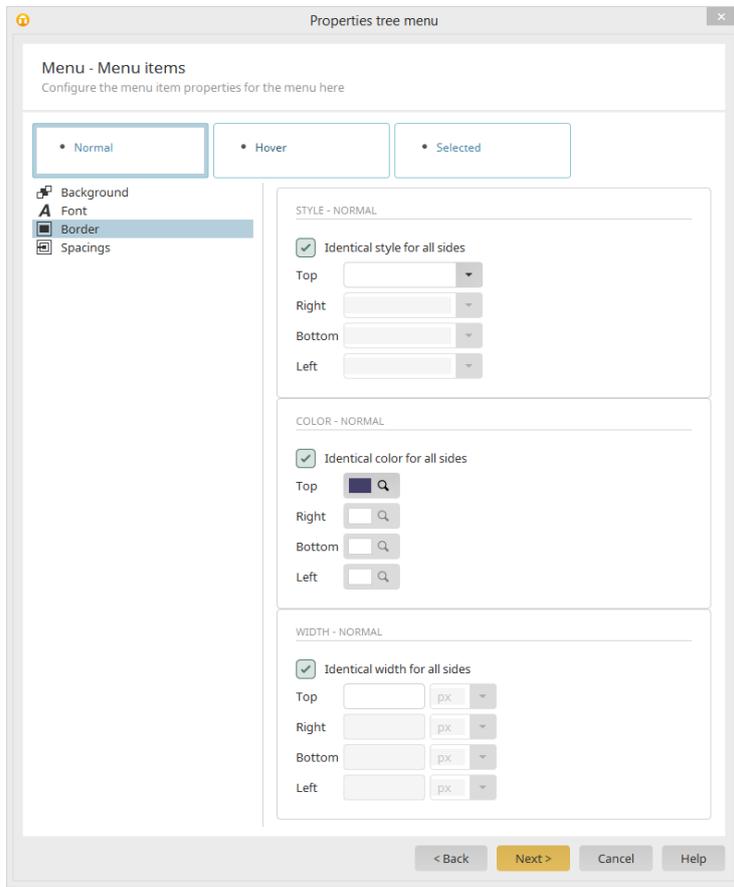


As with the general background, you can select a background color and an image, which will serve as the background for the individual menu items (see *Background* chapter).

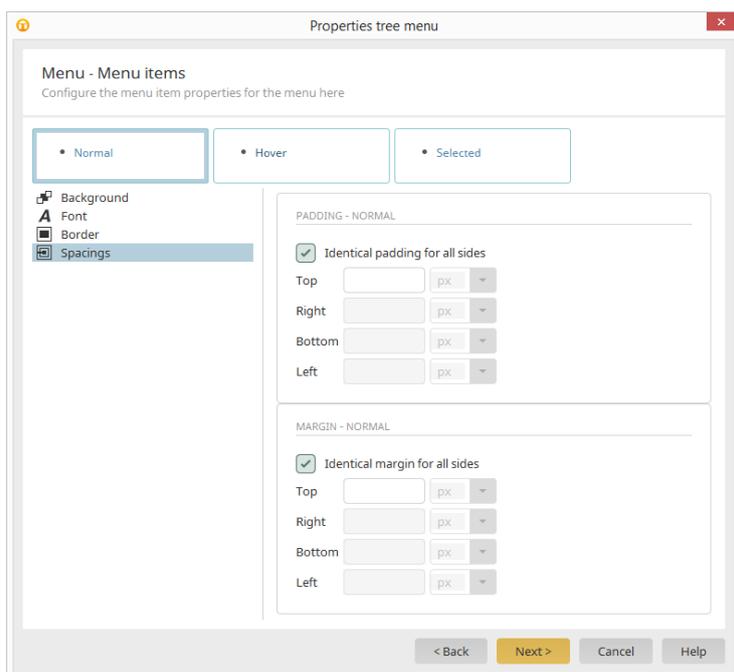


If you click on the *Font* link to the right, you can change the *Font* of the menu items. Fonts that have not been installed can be directly entered to the edit field. A click on *Select font type* opens a dialog in which all installed fonts will be listed and can be comfortably selected (see *Fonts* appendix).

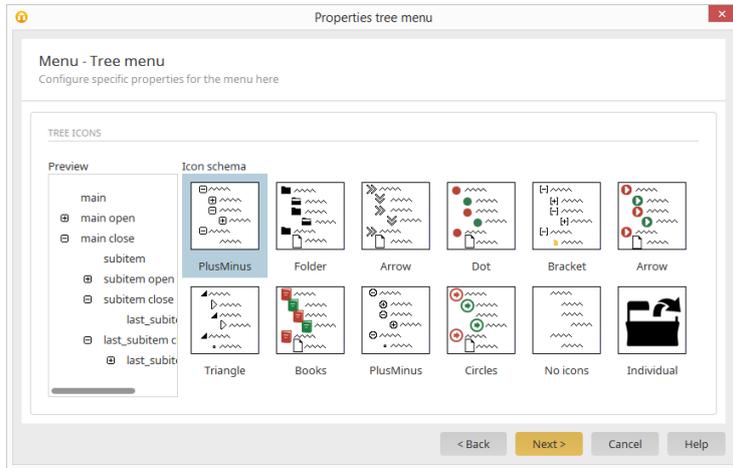
Underneath, enter the *Font size*. In the selection list to the right of the edit field, select the unit *Pixels, em, or Percent*. The *Font color* can be selected, just as you previously did with the background color. In *Font type* you will decide if the text should be displayed normally or in bold. As *Text decoration*, underlining or *none* (no text decoration) can be selected.



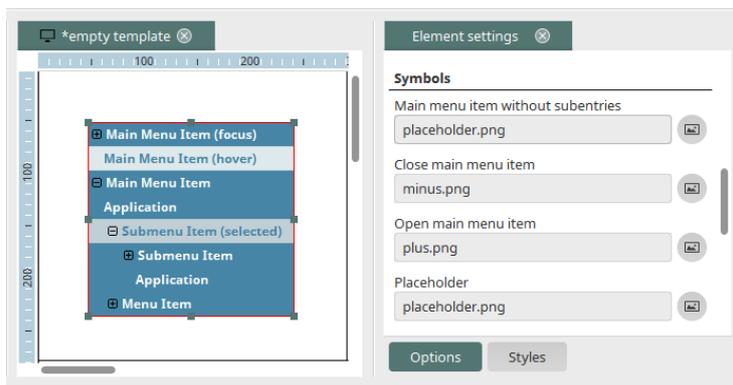
With a click on *border* a border can be defined around the individual menu items (see *Borders* chapter).



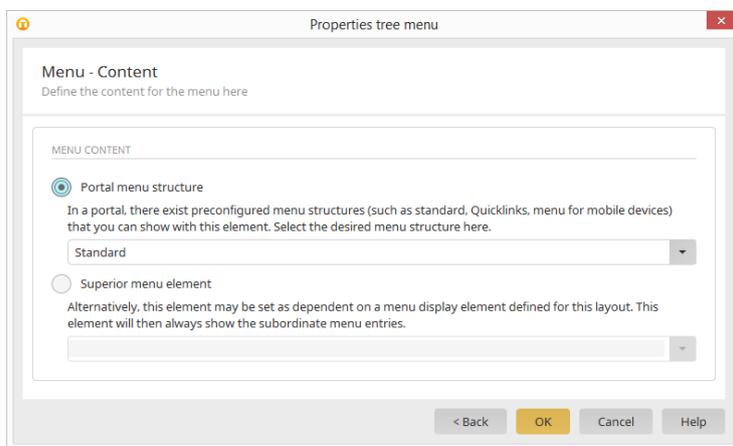
With a click on offsets offsets can also be controlled as in the background settings, with the difference that the offsets will not be seen for the total area of the tree menu; rather, in relation to the individual menu item. Click on *Next* when you are finished with the layout of your menu items.



On this page you can select symbols that are shown to the left of every menu item. In the preview, you will see how your menu would look in the browser with these symbols. The *Individual* setting means that your own symbols (images) can be selected in the element properties (see following chapter).



By clicking on *Next* you will reach the last page of the properties assistant.



Here you can assign a structure using the preconfigured menu structures *Standard*, *Quicklinks*, or *Mobile end devices*, which you can find in every Intrexx portal. You can find additional information on this topic in the chapter *Edit Menu*.

If the current menu is not to be placed at the uppermost location in the portal; rather, it should function dependently on another menu, it can be connected with additional menu with the setting *Superior menu element*. All acceptable menus in the current portal layout will be listed here in the selection list below. Select the desired superior menu there.

By clicking *OK*, the configuration of the tree menu will be complete.

b) Element Settings

The screenshot shows the 'Element settings' dialog box. It is titled 'Element settings' and has a close button (X) in the top right corner. The dialog is divided into three main sections: 'General', 'Menu content', and 'Symbols'. The 'General' section includes fields for 'ID' (with a 'Container' dropdown), 'Title' (with 'Tree menu' and a globe icon), 'Heading level' (with '2' and a dropdown arrow), and 'Heading' (with 'Tree menu' and a globe icon). The 'Role' dropdown is set to 'navigation'. The 'Menu content' section has two radio buttons: 'Content from portal menu structure' (selected) and 'Content from superior menu element'. Below the first radio button is a dropdown menu with 'Standard' selected. The 'Symbols' section has four rows, each with a text input field and an image icon: 'Main menu item without subentries' (placeholder.png), 'Close main menu item' (minus.png), 'Open main menu item' (plus.png), and 'Placeholder' (placeholder.png). At the bottom, there are two buttons: 'Options' and 'Styles'.

In addition to *ID*, *Title* and *Role*, you can define the *Menu content* here. First, select the menu *with the portal menu structure*, which provides the content for the dropdown menu for use. With a newly created portal, the menus *Standard*, *Mobile*, and *Quicklinks* are available to you.

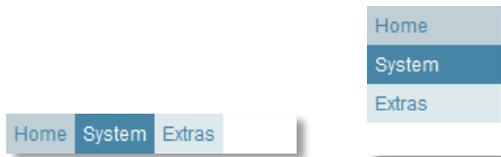
In *Contents from superior menu element*, you can select an additional existing menu element, which will take over control of the tree menu.

In the *Symbols* area, you can include individual images, which will then represent individual points in the menu structure, with this  symbol. If you have already selected symbols via the properties assistant (see previous chapter), these images will be entered here. They can be replaced with your own images according to your wishes.

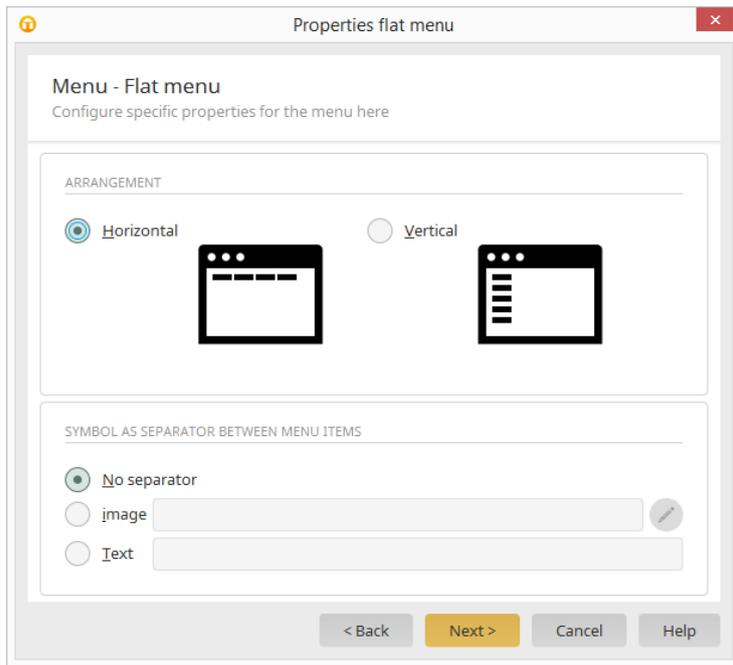
6.3.2. Flat Menu

a) Properties

A flat menu can only show one level. Where the level of display begins is dependent on how it is linked to other menus.



In the properties you will first define the arrangement of the menu items. In this, you may choose between horizontal and vertical alignment.



Between the menu items, *Separators* can be inserted, which serve to distance the items from one another. Here you have the ability to define an *Image* or *Text* as separator. All additional settings that you can make for the flat menu correspond to the settings for the tree menu.

b) Element Settings

The screenshot shows the 'Element settings' dialog box with the following configuration:

- General**
 - ID: Container_2
 - Title: Flat menu
 - Heading level: 2
 - Heading: Flat menu
 - Role: navigation
- Menu content**
 - Content from portal menu structure
 - Content from superior menu element
- Submenu**
 - Submenu: (empty dropdown)
- Separator between menu items**
 - No separator
 - Image
 - Text

In addition to *ID*, *Title* and *Role*, you can define the *Menu content* here. First, select the menu *with the portal menu structure*, which provides the content for the dropdown menu for use. With a newly created portal, the menus *Standard*, *Mobile*, and *Quicklinks* are available to you.

In *Contents from superior menu element*, you can select an additional existing menu element, which will take over control of the flat menu. It is also possible to select a *Submenu*, which will be controlled by the flat menu. As *Separator* between menu items, an *Image* can be defined by clicking on this  symbol, or *Text*, which you can enter in the edit field below.

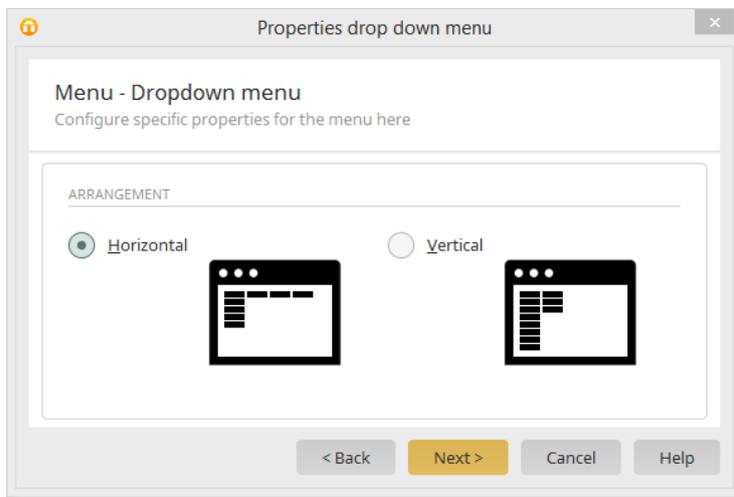
6.3.3. Dropdown Menu

a) Properties

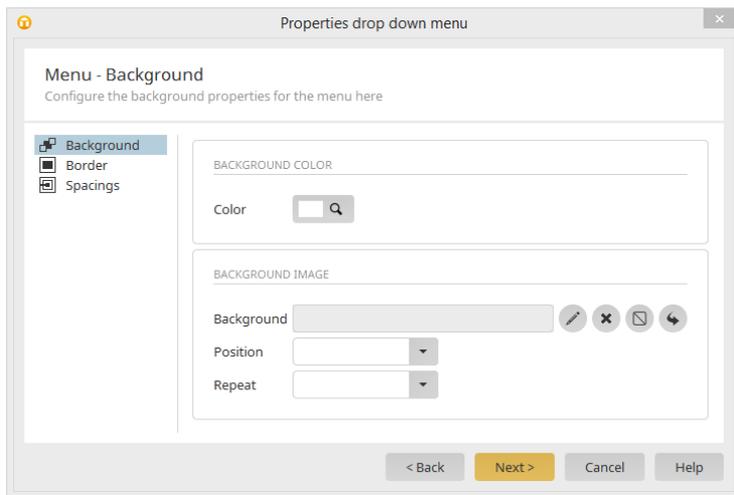
A dropdown menu consists of a flat main menu and popout windows, which will be shown when a menu item contains subordinate menu items and the mouse is in contact with the main menu item.



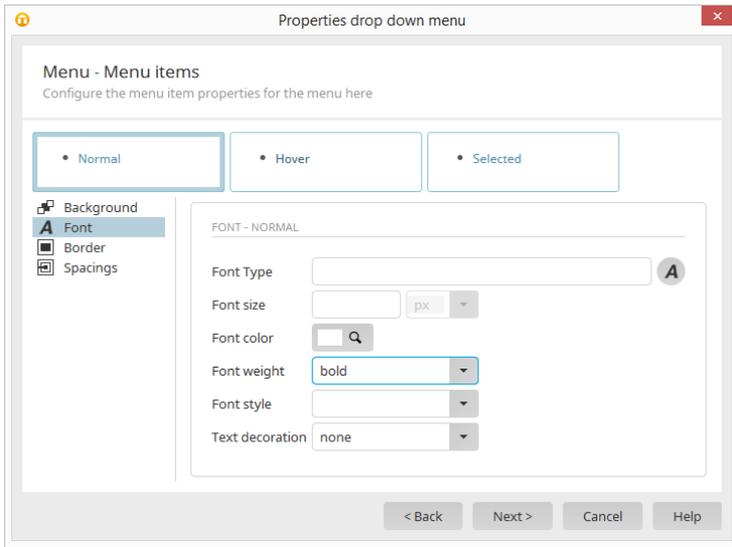
In the properties, you can select, as with the flat menu, whether the menu items should be horizontally or vertically aligned.



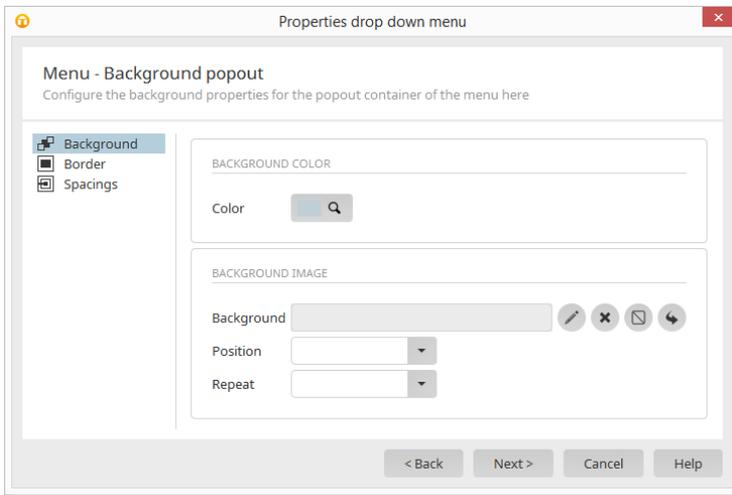
Click *Next*.



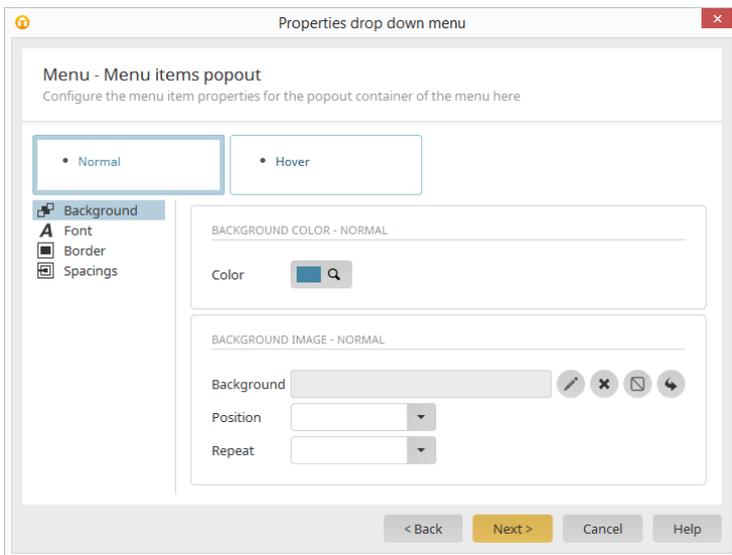
Like in the chapter *tree menu* you can define the background for the complete menu here. Click *Next*.



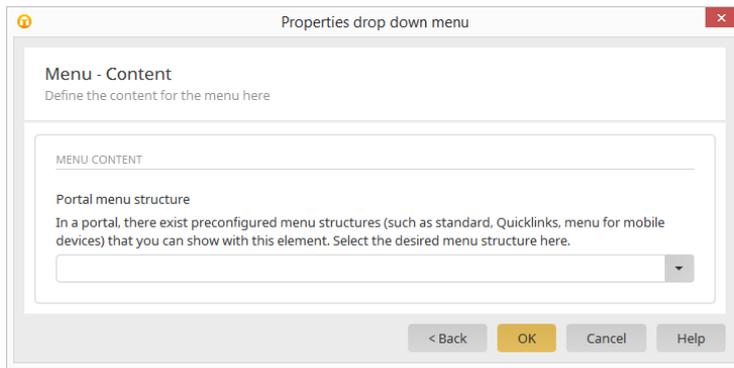
The menu item properties will be defines here.



Here, the background for the entire space of the Popout,frames and spacings will be defined.

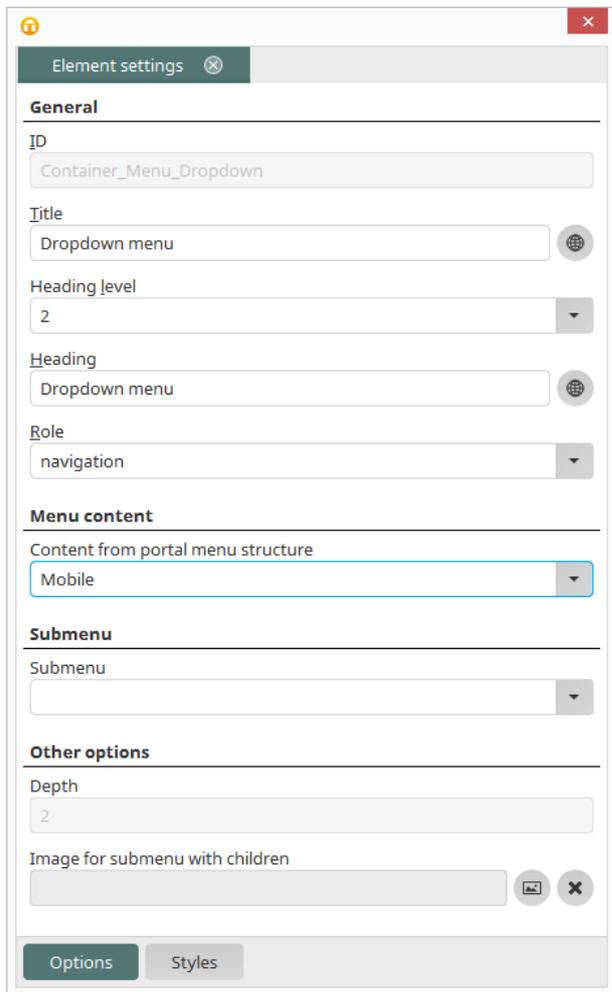


On this page, you will define the background for the individual menu items in the popout. As always, the font, borders and offsets may be controlled here. All additional settings correspond to the settings for the tree menu (see chapter *Tree Menu*).



Here you can assign a structure from the preconfigured menu structures *Standard*, *Quicklinks*, or *Mobile end devices*, as you will find in every Intrexx portal. You can find additional information on this topic in the chapter *Edit Menu*.

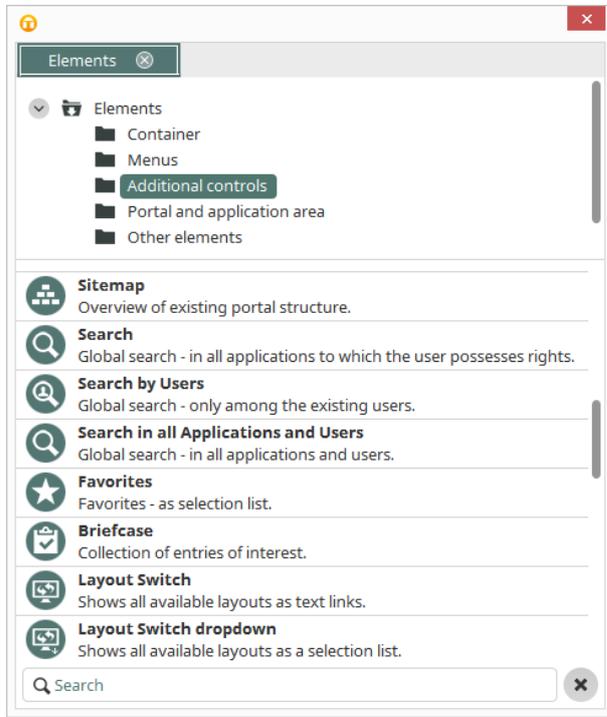
b) Element Settings



In the element settings of a dropdown menu, you can define the *Menu contents* in the lower area. First, select the menu *with the portal menu structure*, which provides the content for the dropdown menu for use. With a newly created portal, the menus *Standard*, *Mobile*, and *Quicklinks* are available to you.

In the *Submenu*, you can select an additional existing menu that will be controlled by the dropdown menu. In *Advanced options*, you can define the depth of the dropdown menu. If, for example, 5 levels are existent in a menu structure, you can show levels 1 and 2 with the dropdown menu, while the submenu that you enter here takes over the display of the other 3 levels. In *Image for submenu with children* you can, by clicking on this  symbol, select an image that will be shown for submenus.

6.4. Additional Controls

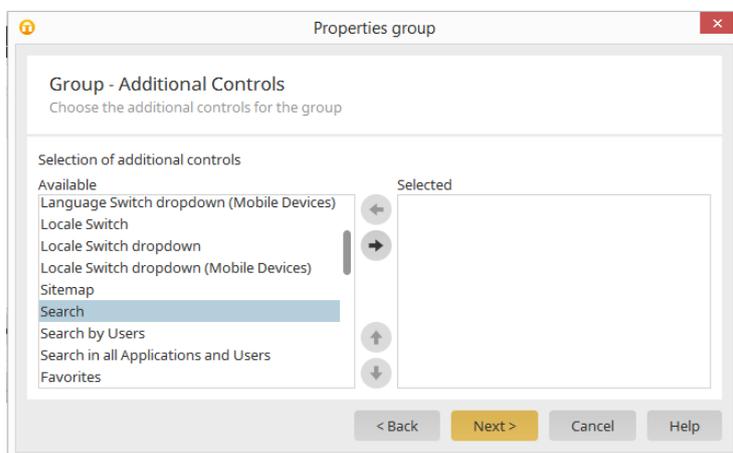


The additional controls give you a wide array of elements to manage important functions in the portal. These elements take over tasks such as logon and logoff, switching the portal between various layouts or languages, and much more. If you click on the arrow next to the symbol for additional controls, a list will open, from which the elements can be selected.

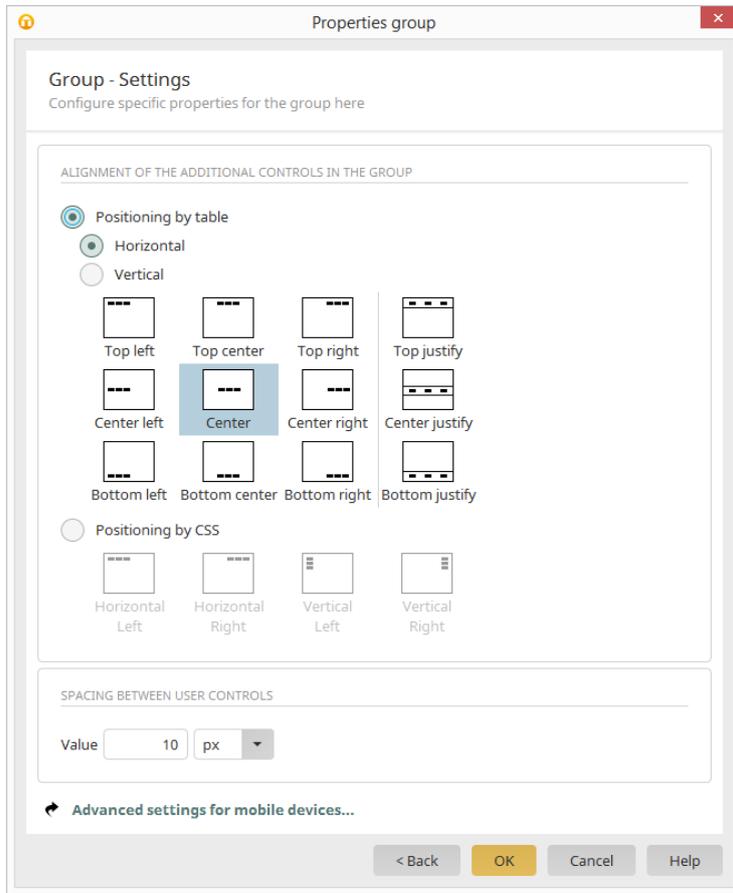
6.4.1. Grouping for Additional Controls

By selecting the *Grouping for additional controls*, you can combine multiple controls into one container.

a) Properties

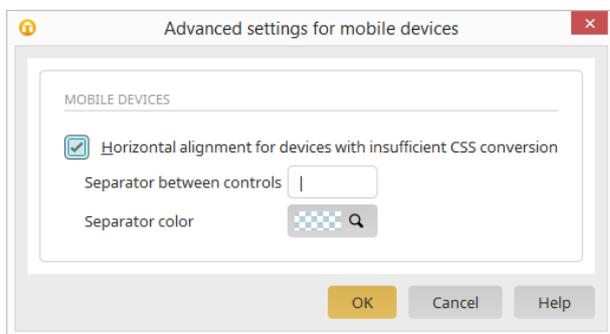


After you have taken the assistant through the general settings for the creation of the container, you will reach this screen with a list, from which you can select the desired controls with the → arrow buttons. You will control the order in which the controls will be entered from left to right in the container on the workspace with the ↑ vertical arrow buttons.



Here you can influence the *horizontal* and *vertical* alignment of the additional controls within the grouping. To do so, click on one of the small graphics in the upper area, in which you see a preview of the future alignment. With *Positioning via CSS*, the additional controls will not be aligned via a table, but rather via CSS rules. With this option as well, you can select the desired alignment from one of the preview graphics.

The *Distance between additional controls* can also be controlled: under *Value*, give the desired amount and define the unit in the selection list to the right. *Additional settings for mobile end devices* can be defined by clicking on the link of the same name.



If the layout will also be viewed from mobile end devices, you can define here that the controls will always be aligned horizontally. This setting is especially advantageous for end devices with insufficient support for CSS. In this case, you can also define a *Separator between controls* and its *Color* in the lower area of the dialog.



The *Grouping for additional controls* will be displayed on the workspace as an element (*Action group*).

b) Element Settings

Element settings

General

ID
Container

Title
Group for additional controls

Heading level
2

Heading
Group for additional controls

Role

User controls

Positioning and spacing

Positioning of controls

Positioning by table

Orientation

Horizontal

Vertical

Alignment
Center

Positioning by CSS

Orientation

Horizontal

Vertical

Alignment
Left

Spacing between controls
10 px

Options for mobile devices

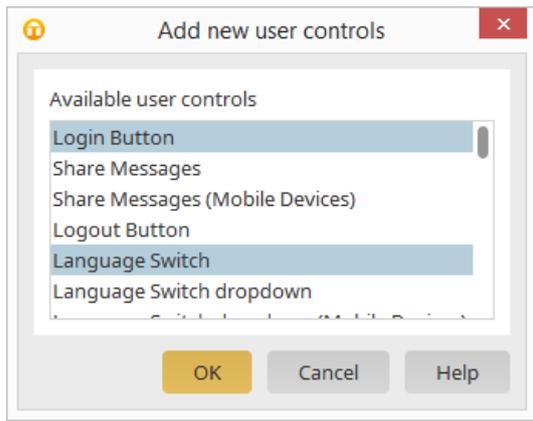
Horizontal alignment

Separator between controls
|

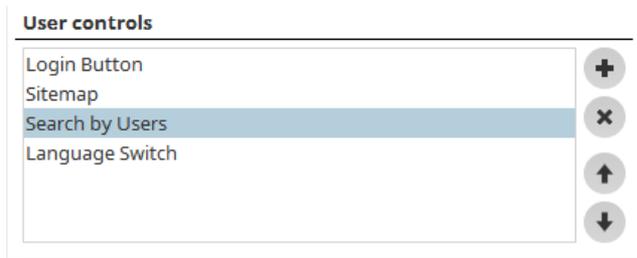
Separator color

Options Styles

In the element settings, additional controls that are not yet located in the container may be included by clicking on **+** *Add additional control*.



Select the desired additional control here and click *OK*.



By clicking on **-** *Remove additional control*, an additional control will be removed from the list. The order in which the additional controls will be aligned in the container from left to right can be controlled via the **↑** arrow buttons.

You can find a description of the other settings in the previous chapter.

6.4.2. Login Button

This additional control will be shown in the browser as a link, through which a user can log on to or off of the portal. Clicking the link will open a popup window for the authentication. If the user is already logged on, he has here the additional ability to change his password.

6.4.3. Logout Button

With this additional control a user can log off of the portal.

6.4.4. Language Switch

The language switch shows, in link format, the languages that have been defined in the country settings for the portal. Clicking one will switch the user of the portal to the selected language.

6.4.5. Language Switch Selection List

This control allows the desired language to be chosen from a selection list.

6.4.6. Sitemap

Clicking this additional control will load the sitemap for all menu items and applications in the main window of the portal. Each entry for which the currently logged on user has access rights will be given as a link. Via the sitemap, the user can navigate to specific menu items or applications.

6.4.7. Search

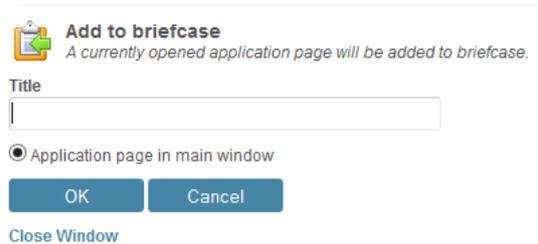
All informations on this topic can be found in the handbook *Search*.

6.4.8. Favorites

Favorites that have been added to the *Favorites* portlet (see handbook *Portlets*) can be reached with this additional control directly via a selection list in the menu container. The additional control will only be displayed if favorites have been entered to the *Favorites* portlet.

6.4.9. Briefcase

With this additional control, currently loaded application pages can be added to a personal briefcase. If you wish to add an application page to the briefcase, first load the page, then click on *Add to Briefcase*.



Define a name here, under which the page will be saved to the briefcase. Clicking on *OK* will save the entry. With *Open Briefcase* you can load the page again.

6.4.10. Layout Switch

This additional control outputs the names of the available layouts of the portal in link format. Users can switch between various layouts by clicking the links.

6.4.11. Layout Switch Selection List

With this control, additional layouts to which you will want to switch can be chosen from a selection list.

6.4.12. Layout Switch (Only Desktop Layouts)

This control can only be used for desktop layouts. If the layout should be displayed for mobile end devices, please use the *Layout switch* control.

6.4.13. New Message

With this additional control, the Messenger window will be opened, in which a message can be composed and sent. Additional information on the topic of the Messenger in Intrexx can be found in the handbook *Portlets*.

6.4.14. User Name

Shows the first and last names of the current user.

6.4.15. Date

Shows the current date and time

6.4.16. Portal Name

Shows the name of the portal

6.4.17. Hide Menu

Hides all menus; only the application area will be shown.

6.4.18. Breadcrumb Path

Shows the path from the start page up to the current location in the portal.

6.4.19. Application Name

Shows the name of the application currently being visited.

6.4.20. Settings

The language and layout settings, and the password, can be changed here. If required, additional options will be displayed, such as portal settings or search functions.

Elements from the hidden area of an application page (see handbook *Applications I*) can also be set to be displayed, or hidden, as required, with the *Settings* control. Alternatively, the shortcut ALT + h can also be used.

6.4.21. Additional Controls for Mobile End Devices

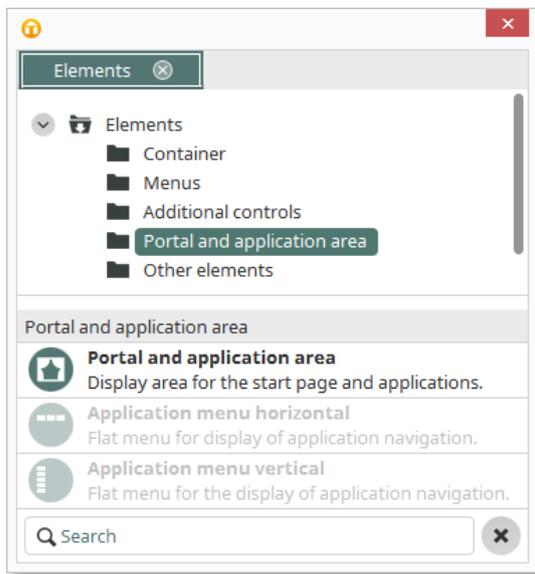
In addition to the controls described here, you will find controls at the end of the list for mobile end devices, which offer the same functions as above but are designed for use on mobile end devices. These controls contain, for example, no tables and will also be correctly displayed if JavaScript is turned off.

With the *Top link* control, one may navigate one level upwards. *Default layout* switches to the standard layout of the end device.

6.4.22. Change Password

This control shows a link to change the password.

6.5. Portal and Application Area

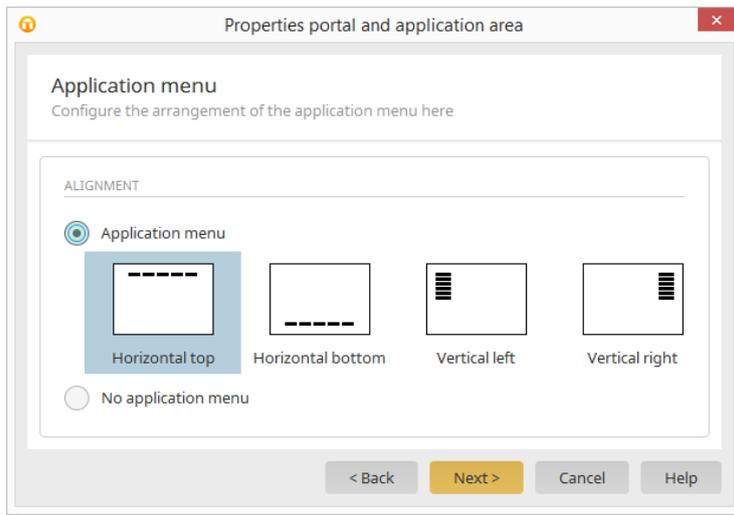


This design element is responsible for the display of applications and the portal pages. Please take care to give sufficient space to the area created with this element.

6.5.1. Properties

When you create the element on the workspace, the assistant will be opened, which can help you with its configuration.

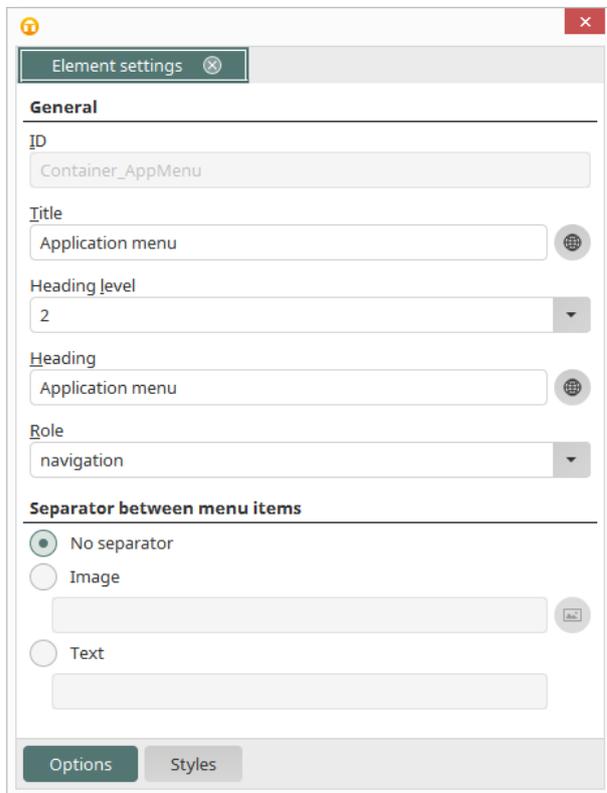
- i* The assistant can be opened again for additional editing of settings by double-clicking on the *Layout structure* area. This editing is only possible as long as no additional elements have been inserted in the *Portal and application area*.



In addition to the general settings, you have the ability to decide here where the application menu should be assigned. The menu items of the application menu will be defined in the *Applications* module (see handbook *Applications*) and control the navigation within the application. Here you will only define the placing of the application menu above below, left or right of the area in which the application pages will be shown. *No application menu* will hide the application menu. You will then have the ability to create a *horizontal* or *vertical application menu* afterward.

You can find all information on the format settings for application menus and portal pages in the *Menus* chapter.

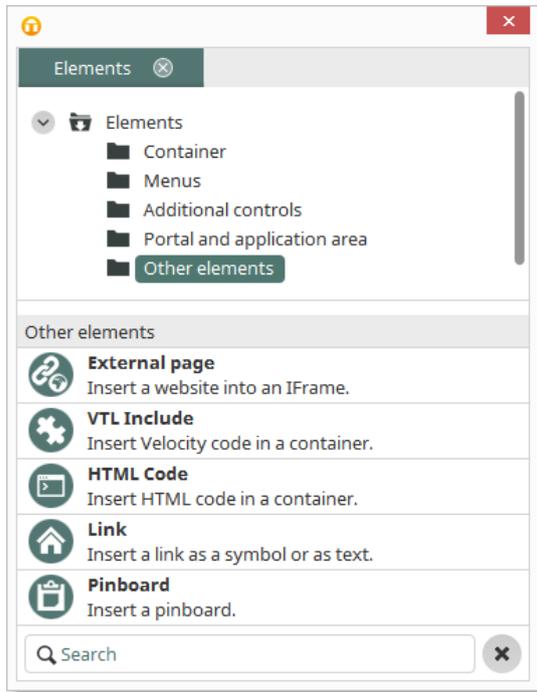
6.5.2. Element Settings



If the application menu is highlighted on the workspace, you can, if you wish, define a separator between the application menu items in the element settings. Enter either a *Text*,

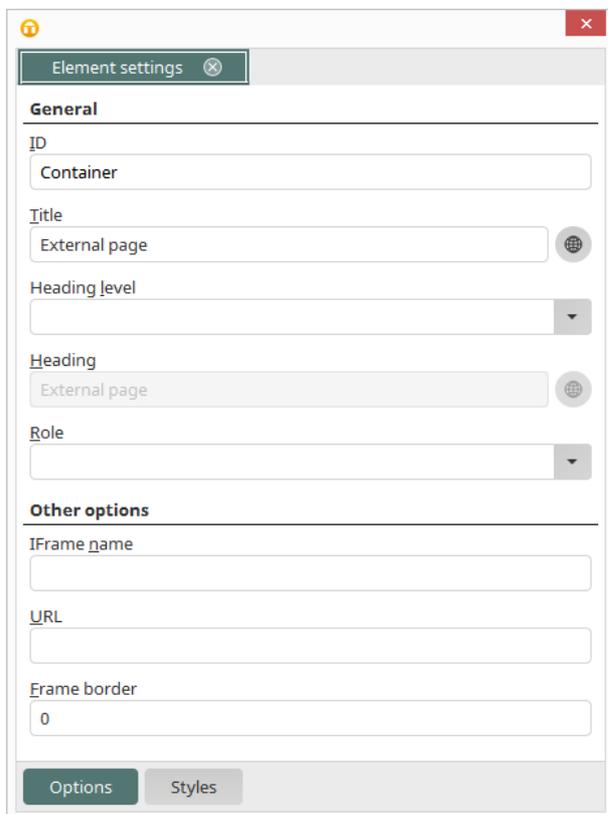
which will then be shown as separator, or by clicking on this  symbol, select an *Image* that will be displayed between the menu items.

6.6. Other Elements



6.6.1. External Page

With this element, you can include an external HTML page of your choice into your portal. In the element settings (options), enter the *URL* of the page (such as <http://www.intrex.com>).



IFrames are embedded frames that do not divide the screen like normal frames. An IFrame takes up an area within the page, similar to a graphic. In the element settings (options), you can enter a name for the IFrame. You will need this name in the *target* attribute, if you later want to define links to the IFrame. Here is an example, in which the IFrame name "myIFrame" is used:

```
<a href="http://www.intrexx.com" target="myIFrame">
```

In *Frameborder*, you can control the width of the border around the external page. Enter an integer, which defines the width in pixels.

6.6.2. VTL Include

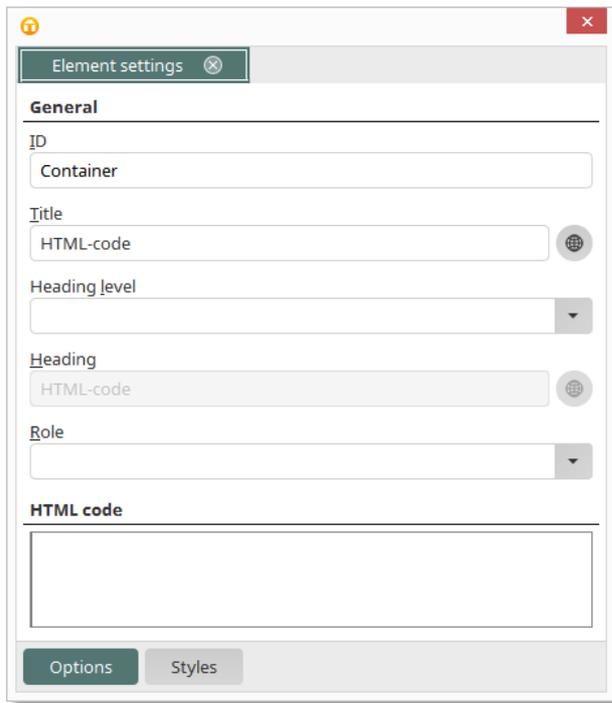
The VTL Include element represents the place on the workspace in which a VTL file will later be executed in the portal, which you can reference with a path entry in the element settings (options).

The screenshot shows the 'Element settings' dialog for a VTL Include element. The dialog is titled 'Element settings' and has a close button. It is divided into sections: 'General', 'File path', and 'Options'. Under 'General', there are fields for 'ID' (value: Container), 'Title' (value: Velocity file), 'Heading level' (dropdown), 'Heading' (value: Velocity file), and 'Role' (dropdown). Under 'File path', there is a text area with the instruction 'Define here the path to the VM-File to be included. Please note that the path must be relative to the portal folder.' and an example: 'internal/system/vm/html/my_folder/my_file.vm'. Below this is a 'File path' field containing 'internal/system/vm/html/include/sample.vm'. At the bottom are 'Options' and 'Styles' buttons.

You can find all information on this topic in the handbook *Applications*.

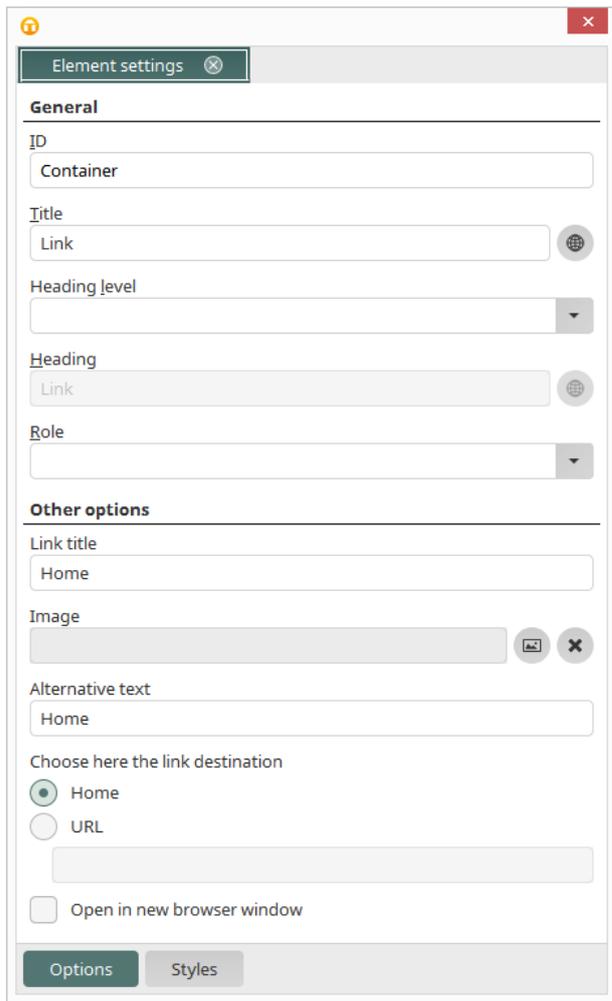
6.6.3. HTML Code

With this element, HTML code may be executed. Place the element in the desired location on the workspace and then enter your *HTML code* in the lower area in the element settings (options).



6.6.4. Link

With the *Link* element, simple links to internal or external jump targets can be set. In the element settings you can define the *Link title*. This text will then be shown in link format in the browser or end device. The link can also be displayed as an image. Click on the 🔍 magnifier symbol in order to include an image. You can find additional information on this topic in the *Manage Image List* chapter.



Alternative text will be shown if a user agent does not support images or the automatic loading of images is deactivated. As jump target you can either select *Home*, which leads one to the start page of your portal, or to the *URL* of your choice.

6.7. Pinboard

With this control, you insert a container into the layout, in which a *Pinboard* will be shown. With a pinboard, changes to data groups by portal applications will be documented. You can activate this function directly in the data groups of applications (see handbook *Applications*). Alternatively to the control created here, the contents of the pinboard can also be shown in their own portlet type on any portal page (see handbook *Portlets*).

7. Positioning Elements

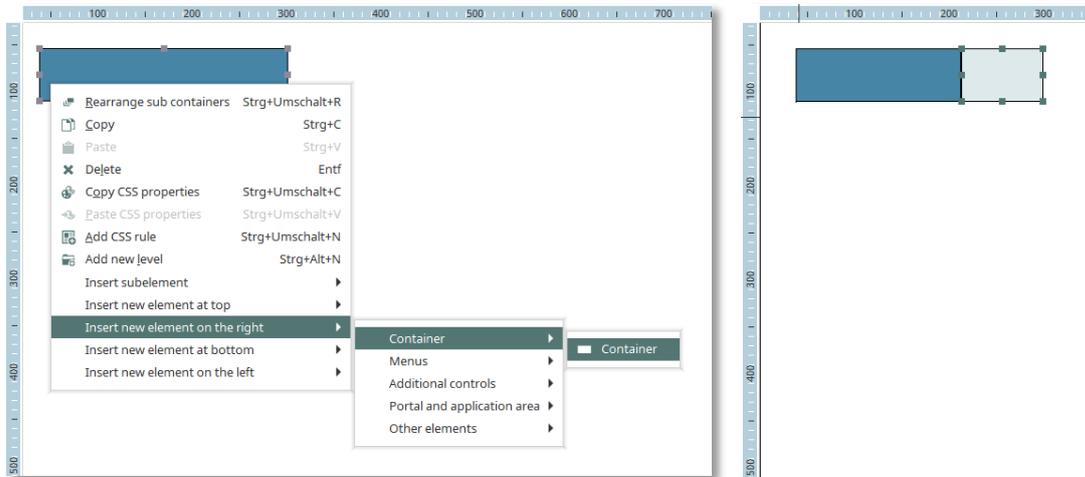
The context menu item *Reorient subcontainer* can be found with the *Surrounding container*, the *Portal and application area* and for all *Containers* that you have inserted as layout elements.



With this context menu item, all containers will be oriented with absolute positioning and automatic width and height in such a way that they border their neighboring containers to the

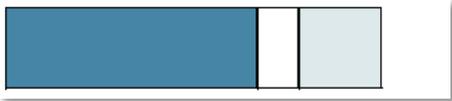
left and right, and above and below. In the CSS, the attributes *left* and *right*, as well as *top* and *bottom* will therefore be recalculated.

Except for the *Surrounding container* and the *Portal and application area*, for all elements it is possible to insert an additional element left, right, above, or below via the context menu.

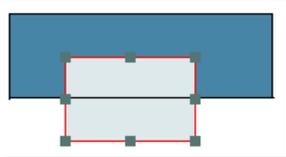


These elements will be attached correspondingly to the end of the list of all subelements. If static positioning is selected in the properties of the elements, in this way one can orient elements very easily on top of one another or next to one another.

The new element receives the same type of position and takes up, as long as the width and/or height of the old element is defined, one-third of the space of the old element. This will be reduced in space correspondingly. New layout elements then also always be inserted in this way, when an existing element in color is shown in a lighter color or a transparent element is shown in blue.

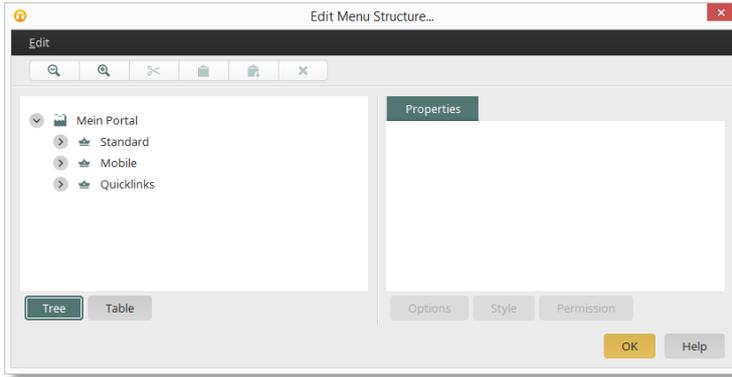


Selected containers that overlap other containers or are on top of sibling containers (or vice versa) will be bordered in red.



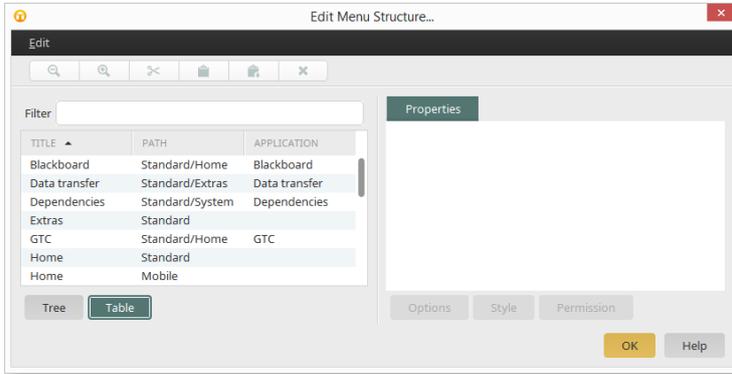
Overlaps can make sense for the layout creation process, but they can also in certain circumstances cause elements later on in the end device to become invisible or unusable. For overlapping elements, one must take care that the order in the structure tree is correct, i.e. that the Z-index of the elements is correct. The Z-index defines the arrangement of the elements on the various levels. The element with the greater Z-index will be displayed in the foreground; for the same Z-index, the most recently added element will be placed in the foreground.

8. Edit Menu Structure



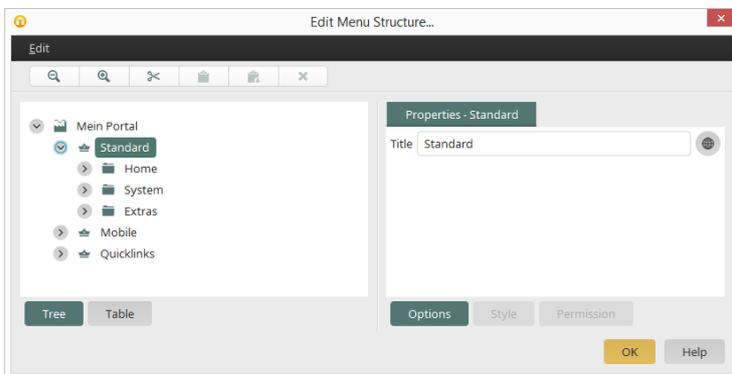
Via the menu item *Extras / Edit menu* users with the portal permission *Applications* or *Design* can edit the menu structure of the portal. All changes to the menu structure will take effect immediately.

In the left-hand area, you will see the complete, current portal menu structure in a tree view. You can also show the portal menu as a *Table*.



Here you have the ability to search for individual elements of the menu. Enter the title to be found in the *Filter* field. In the table, next to the *Title* of an element, its location in the structure will be shown as the *Path*.

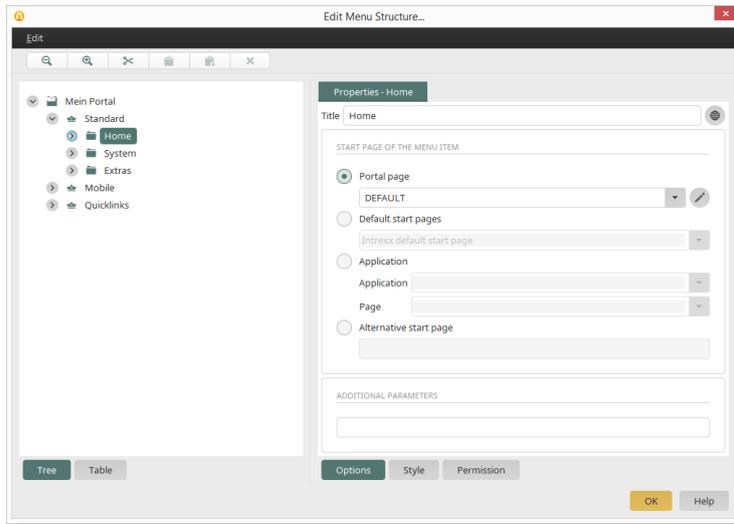
8.1. Menus



In every portal, there are three menus available: *Standard*, *Mobile*, and *Quicklinks*. They will be displayed with the 🏠 symbol. In the right-hand area, the title of each menu can be edited.

8.2. Menu Folders

Menu folders will be displayed with this  symbol.



8.2.1. Options

If a menu folder is selected, its properties, such as its Title, can be edited in the right-hand area.

i In the *Additional parameters* field, individual parameters may be defined. The value of this parameter will then be transmitted as a request upon clicking on a further menu item. Ideally, individual parameters should start with the character string *rq_*. Here is an example for a user-defined parameter in the menu structure:

```
rq_myparameter=myvalue
```

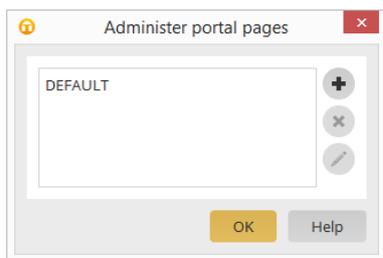
These parameters can be processed upon loading the page, such as in table filtering (see handbook *Applications*). The internal parameter *rq_Layout* can be used to change the layout when a menu item is selected. To do so, transfer the name of your layout::

```
rq_layout=mylayout
```

a) Menu Item Start Page

Here you will define the page type that will be opened upon clicking on the menu folder in the application area. The following options are available:

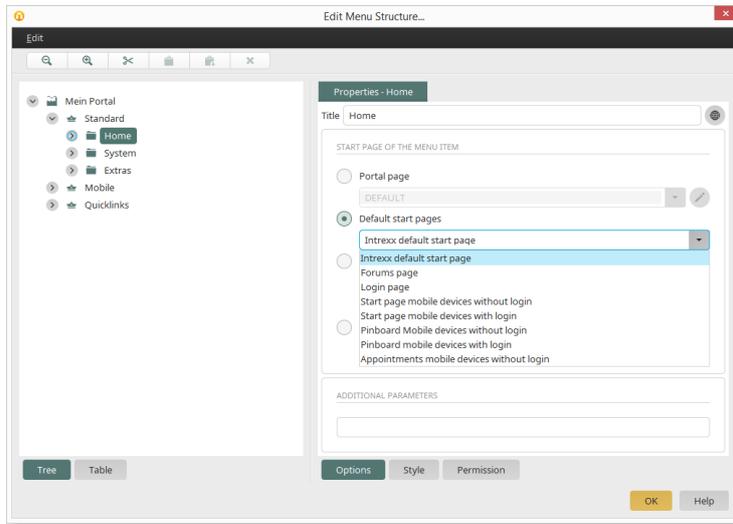
With *Portal Page*, every menu item can be assigned its own portal page, on which any kind of combination of portlets from portal applications can be shown in the browser (see handbook *Portlets*). Select your desired portal page from the selection list. With  *Edit portal pages*, new portal pages can be defined.



If you wish to create a new portal page, please click here on  *Create new portal page*. With  *Change portal page*, the name of an existing portal page can be changed. With  *Delete*

portal page, an existing portal page will be deleted. After clicking *OK*, you will find yourself once more in the properties of the menu folder.

b) Standard Start Pages



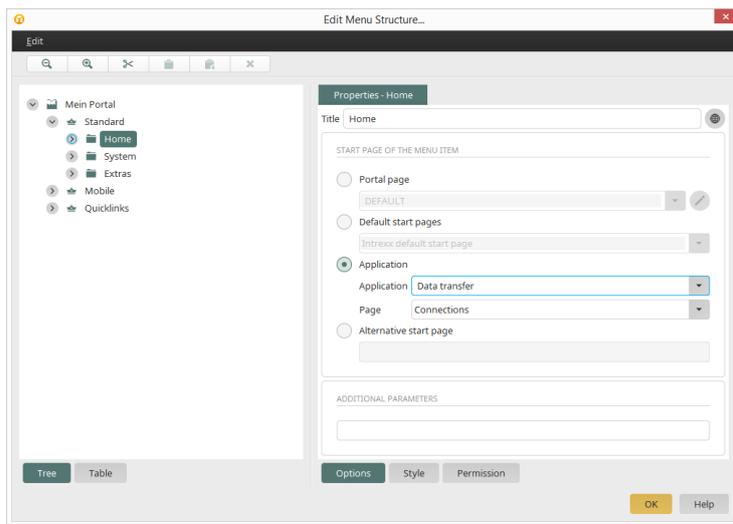
With the *Intrex default start page* option, a list of all applications that can be found in the submenu directly below the menu folder will be shown in the browser. *Forum page* lists all forums that are contained in the currently selected menu folder on the start page.

Start page for mobile end devices without Login can be used for mobile end devices that are not capable of JavaScript.

The *Pinboard* shows the current entries from selected data groups of portal applications. You can find all information on this topic in the handbook *Portlets*.

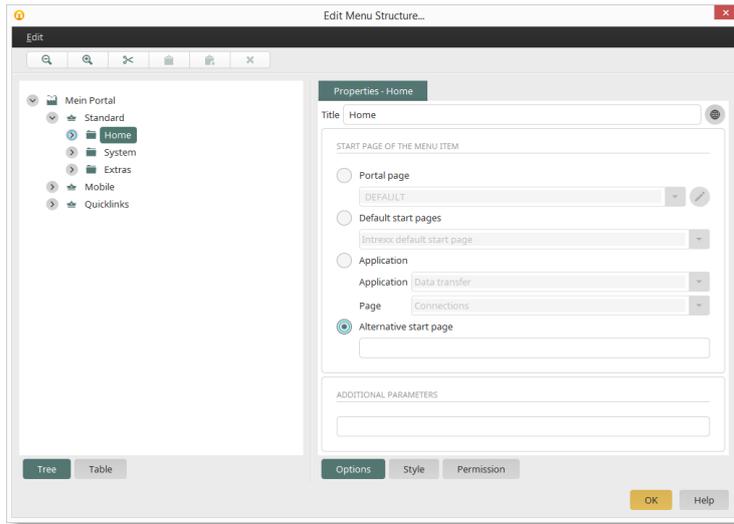
This standard start page can also be selected with or without login. *Appointments mobile devices without login* displays the appointments of the portlet *Pinboard*.

c) Application



Applications can also be included as the start page for a menu folder. Select the desired *Application* from the list, and the *Page* that will be shown upon clicking on the menu folder. All pages that are permissible as a start page for the application can be selected from the selection list *Page*.

d) Alternative Start Page



Here a Velocity file (see handbook *Applications*) can be implemented as an alternative start page. The file must be located in the portal directory `\internal\`. Enter the path in brackets: `vm[internal\system\vm\html\include\VMDatei.vm]`.

Additionally, the possibility to output a CMS article (see handbook *Application Templates*) as a start page is available.

CMS1 Article

To integrate a CMS1 article, enter the link here under *Alternative start page* in the format `cms[App-GUID, Page-GUID, Rec-ID]` in square brackets.

CMS2 Pages

Since these pages can act as folders, to integrate them here, the CMS2 pages simply need to be placed in the menu using the CMS2 application. In the Menu Designer, other elements, such as applications, links, subfolders, etc. can then be assigned below the CMS2 page.

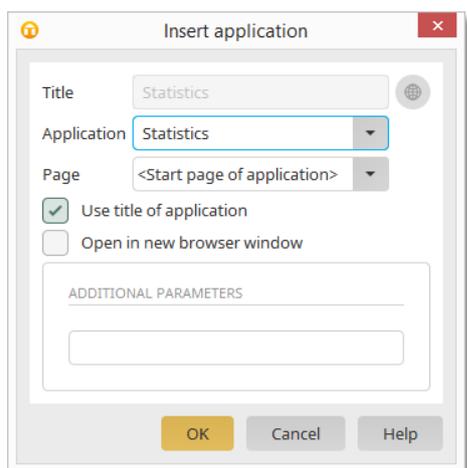
8.3. Insert Menu

Via the menu item *Edit / New*, you can add a new menu. New menus can only be inserted when you highlight the portal in the menu structure. The *New* menu item is also available from the context menu.

8.4. Insert Menu Folder

In the same way, menu folders can be inserted to any position below a menu in the menu structure. Existing menu folders can be moved via drag & drop.

8.5. Insert Application

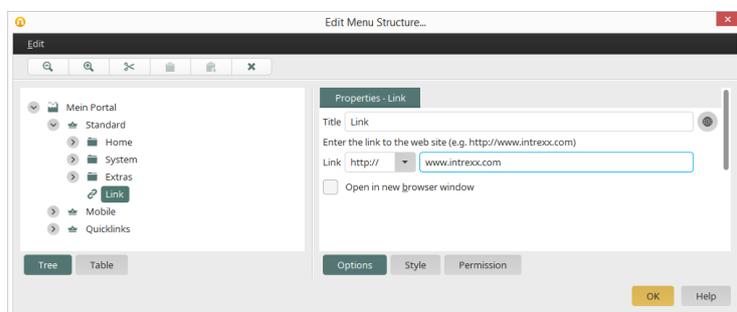


All applications that have been published in your portal (see handbook *Applications*) can be selected here and, as with menu folders, moved to the menu structure via drag & drop.

A single application can be entered multiple times in various menu folders or at various levels. The data that is entered and edited in them will be thereby be written to the same database table. With the setting to *Inherit title from application*, the title that has been defined in the *Applications* menu will be used for the caption of the application in the menu.

The setting to *Open in new browser window* will open the application in a new window upon being clicked.

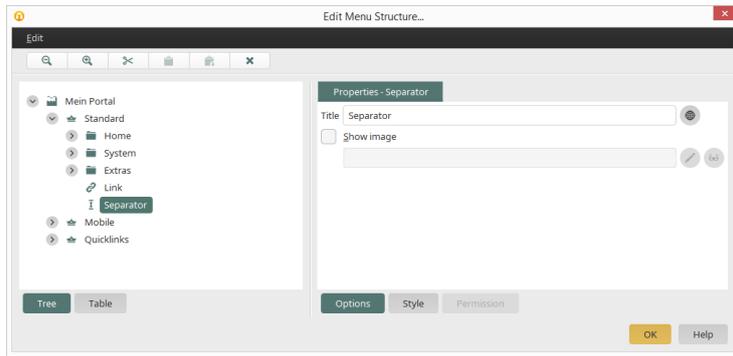
8.6. Insert Link



With this function, a website of your choice can be shown in the portal. Select the protocol from the selection list that will be used to reach the page. In the edit field to the right of the protocol, enter the URL. With the setting to *Open in new browser window*, the page will be opened in a new window.

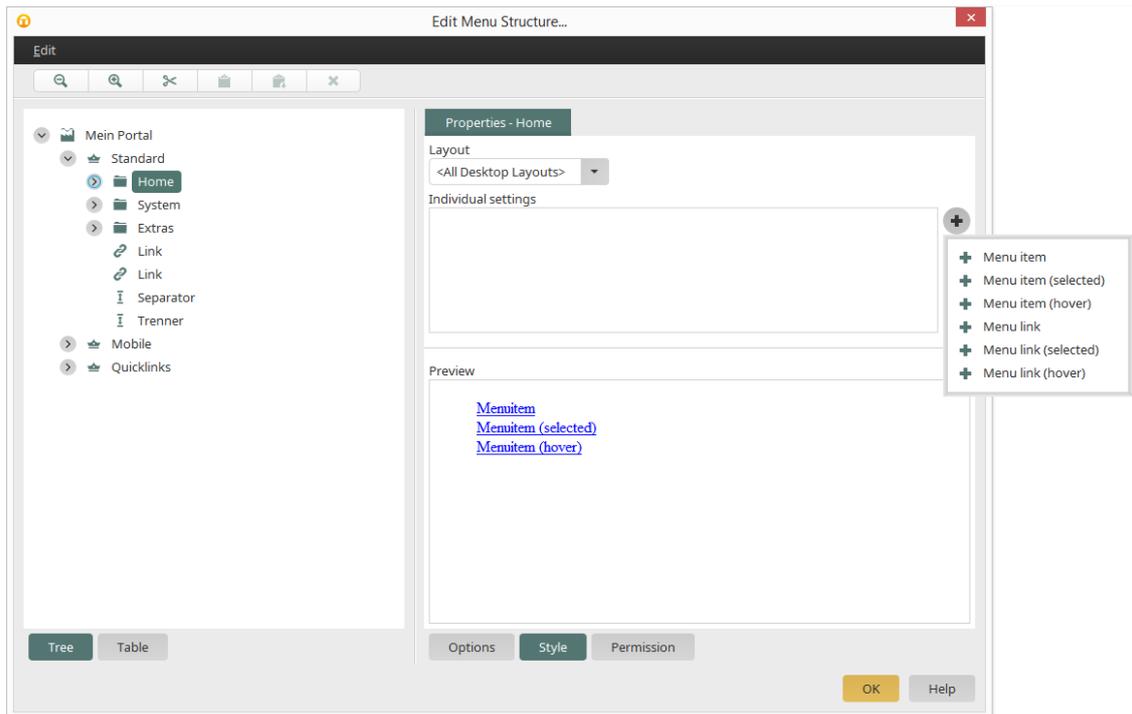
8.7. Insert Separator

With the menu item *Edit / New / Insert Separator*, separators between the menu items can be inserted.



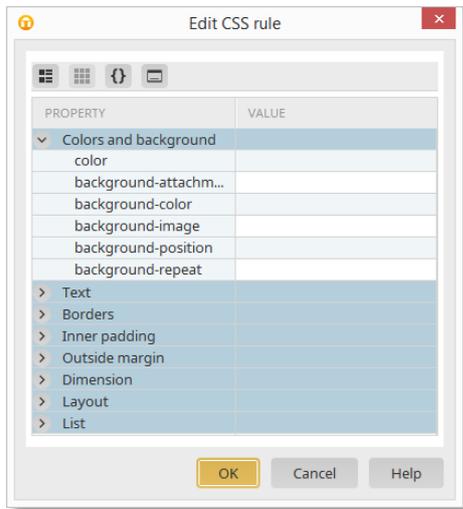
If you want to output the separator as text, you can enter the text that is to be shown into the *Title* field. The setting to *Show image* makes it possible to load an image by clicking on *select image*. You can find additional information on this topic in the chapter *Manage image list*. By clicking on *Edit alternative text*, a text can be entered that will be shown when a user has deactivated the loading of images or a user agent does not allow for the display of images.

8.8. Style



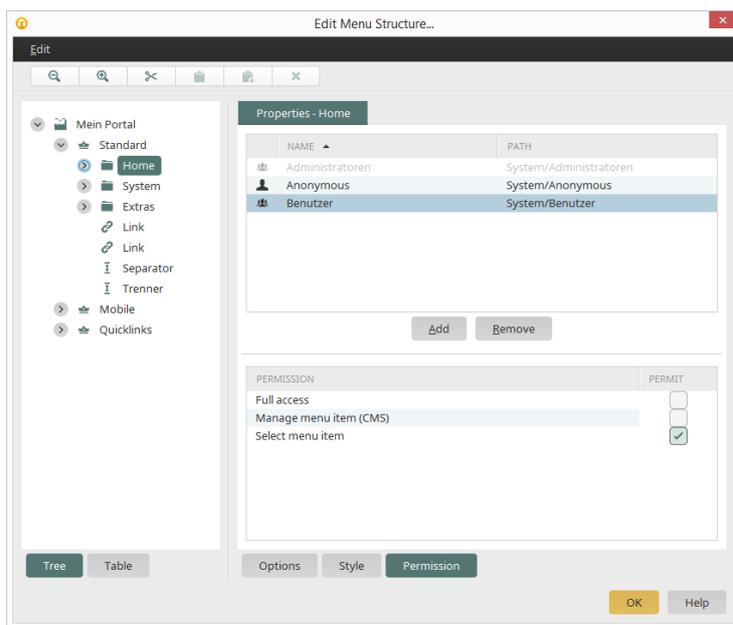
If you click on *Style* in the lower area of the dialog, you have the ability to change the style properties of menu elements. In the *Layout* selection list, you can select the layout in which the changes are to take effect. All layouts that have been saved on the server for the current portal are available to you there. Click on **+** *Menu item* if you want to change the style. If you click on the small arrow to the right of **+** *Menu item*, you will see a list of all statuses of menu items. If you, for example, want to change the background color of a menu item in a layout when it is selected with the mouse, simply select the entry *Menu item (selected)*. The style properties of links in the menu that you have created via the menu item *Edit / New*, or of applications, must be set via the properties *Link in menu*, *Link in menu (hover)*, and *Link in menu (selected)*. Please note that the foreground properties, such as color and font, must be changed via the style properties of *Link in menu*.

If the new settings should be implemented in all menus, select the entry *All desktop layouts* in the selection list.



The style properties of a menu item can be changed here. You can find all information on this dialog in the chapter *Element Settings / Styles*.

8.9. Permissions

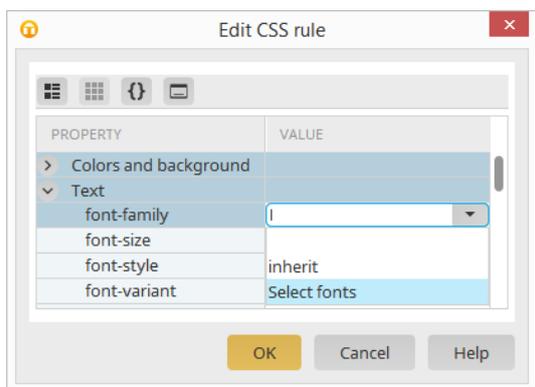


You will assign the access right to menu elements in the browser here. You can find additional information in the *Permissions* handbook.

9. Appendix

9.1. Fonts

For all elements in the *Design* module that show text, the font can be edited.



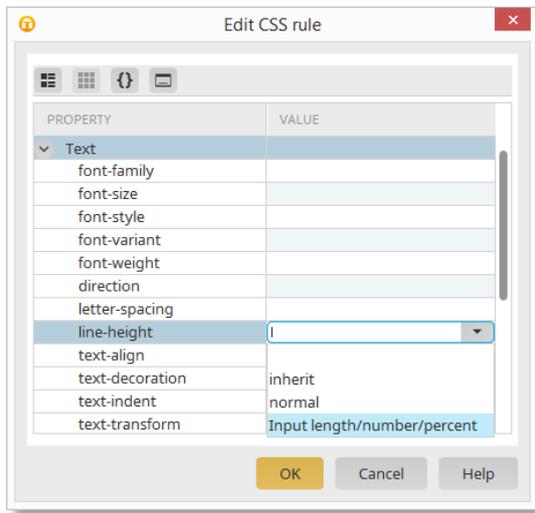
Click in the right-hand column here if you want to change the font. *Inherit* means that the font will be transferred to the text by the related parent element. You can enter installed (or not installed) fonts here directly in the selection list. You can also select installed fonts comfortably from a dialog, which will be opened when you select the entry to *Select font types*.



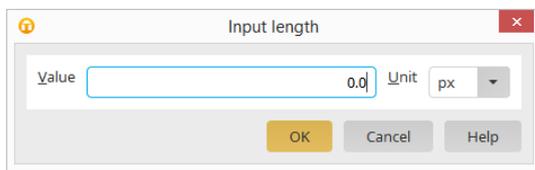
Move the desired fonts with the help of the → arrow button from the list of *Available* to the list of *Selected*. You will define the order in which the fonts will be used by the browser with the ↑ vertical buttons. If the client does not support the first font type because it is not installed, all following fonts will be tried after another. Click on *OK*, once you have selected your font types.

9.2. Length Entries

For various style properties, values for the height, width, or other length entries can be entered to the element settings in the *Styles* area.

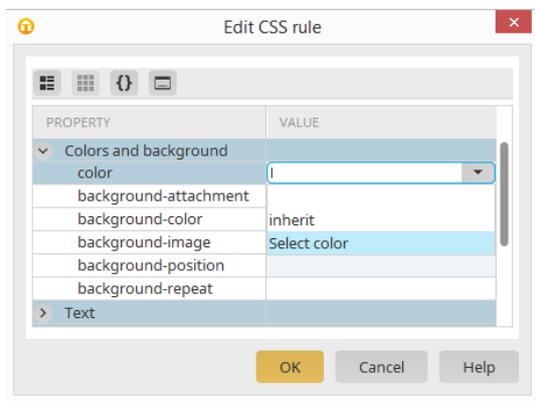


Enter the value of the length entry and select the desired unit in the selection list to the right of the edit field (px, em, or %).

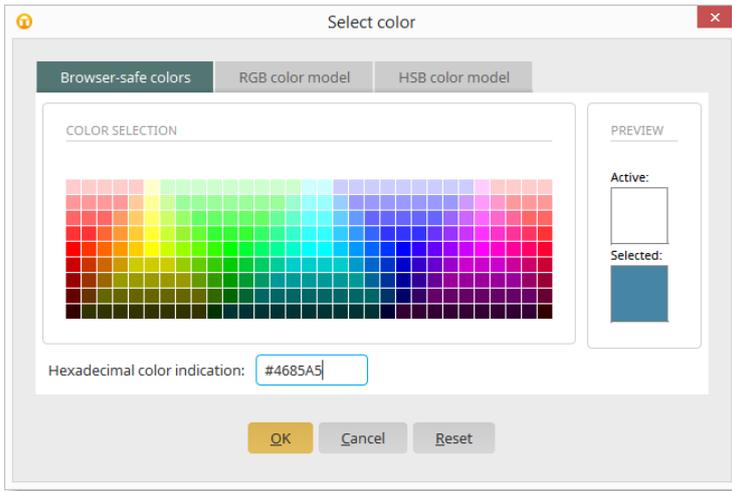


9.3. Colors

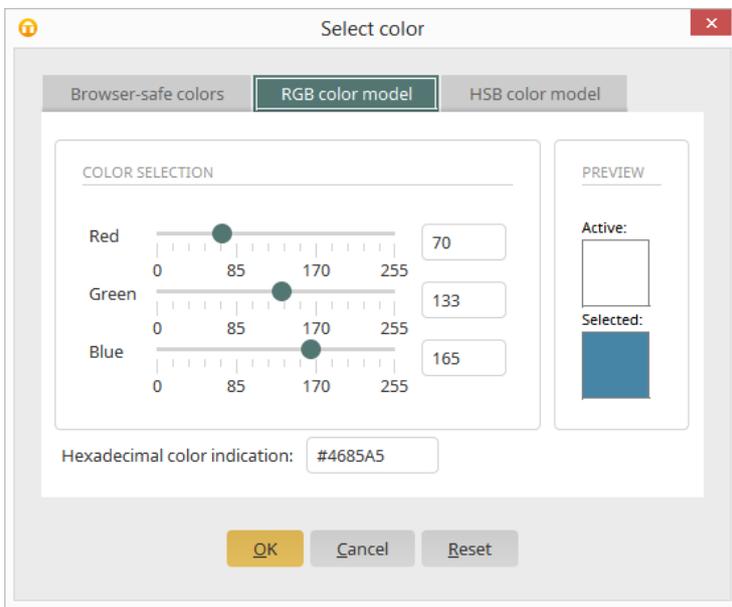
For many elements, you can influence the colors in which the elements or their backgrounds will be displayed.



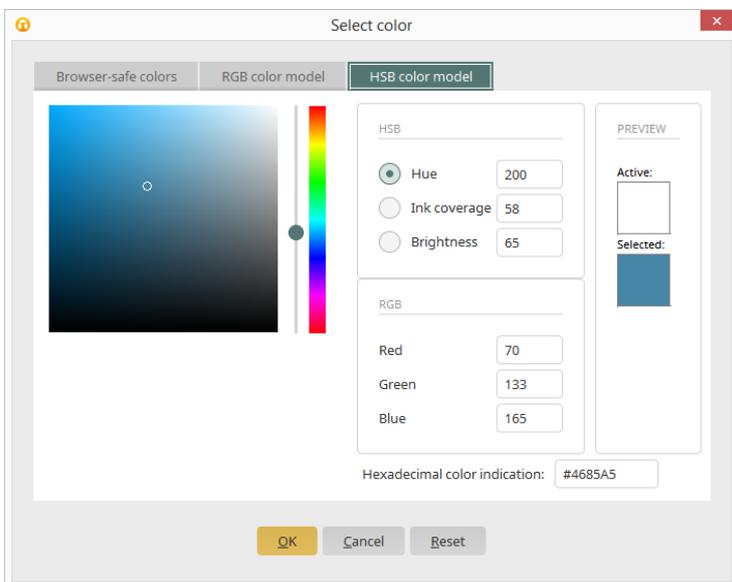
As with the fonts, selecting *inherit* means that the color property will be applied from the parent CSS element. If you select the entry to *Select color* in the *Element settings* area, you will reach the dialog shown here.



Here you have the choice between *Browser-safe colors*, the setting via the *RGB color model*,



or the *HSB color model*.

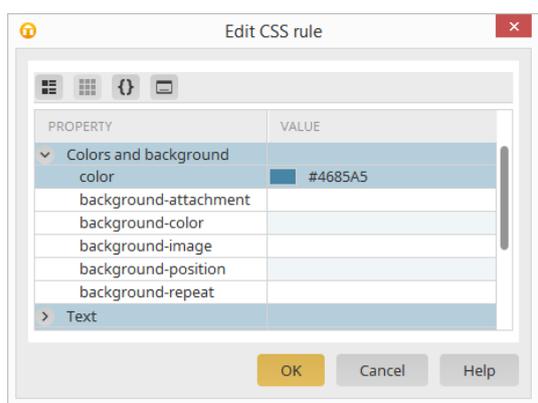


The preview shows the current color of the element as well as the new, changed color. The color value will be additionally given as a hexadecimal number in the lower area.

With the RGB color model, your company colors can be very easily adopted for use in the portal. If a hexadecimal color entry is available, you can convert it easily to RGB values. A hexadecimal color entry is always six-digit, beginning with the # character. The first two characters after the # correspond to the amount of red in the RGB color model. The third and fourth characters correspond to the amount of green and the last two characters the amount of blue.

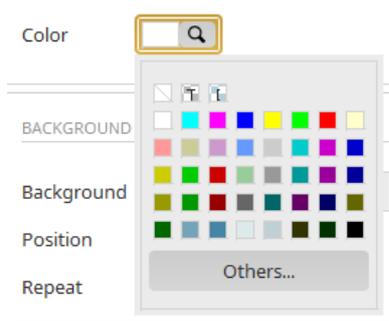
These values can be easily converted with a calculator. Enter the hexadecimal value of the first two characters (FF) and then simply switch to the decimal display of the value (255). You will then enter the value returned into the RGB color model for the corresponding amount of red. Continue in the same manner for the other character pairs.

Click on *OK* once you have defined your color.



The RGB value of the color will be entered into the value column in the format *rgb (x,y,z)*. In it, x corresponds to red, y to green, and z to the blue value. The RGB value can in this form be entered directly to the selection list.

If you select colors from dialogs, a small palette will be shown.



If you do not want to assign a color, select the setting  *No color*. The setting for  *Transparent* will display the element transparently. *Inherit color* corresponds to the  *inherit* setting, with which the color of the preceding element will be applied. Clicking on *Other...* takes you into the dialog in which you can select between *Browser-safe colors* or the *RGB* or *HSB color model*.

Every new color will be automatically shown in the small color palette. If you cannot find the color of an existing element in the color palette, you can click on the color in the properties of the element. The color will thereafter be shown in the small color palette and can be applied to other elements.

9.4. CSS

9.4.1. Introduction

In the Intrexx module *Design*, you can also edit your layout directly in CSS. Please note that in so doing, incorrect entries made to the CSS can lead to errors in your portal. For experienced administrators, Intrexx offers very flexible possibilities to create compact, modern websites with good performance. It is in the service of this idea that a CSS editor is available in the *Design* module, in which you can make changes comfortably. In the element settings as well, you have the ability to write directly to the CSS. In the following, we will give you a short overview of the construction of websites with CSS.

As with format templates in text editing programs, formatting for websites will be centrally defined with CSS (Cascading Style Sheets). With it, changes that are to be implemented on all pages can be applied in one place.

CSS will be written to separate files with the ending `.cc` and linked via a reference in the source text of a website. When loading the page, all information will be queried from the CSS file.

In CSS, *stylesheet entries* consist of a property (such as *color* for text color), a colon, the value (such as `#000000` – hexadecimal value for the color black), and a concluding semicolon. The CSS conforming entry for black text would therefore be:

```
color:#000000;
```

9.4.2. Selectors

Cascading Style Sheets work with selectors, which select and format specific HTML elements of a website. If, for example, the header should be formatted, a selector searches for the HTML tag `<h1>` when loading a page and links it with a formatting defined in CSS.

9.4.3. Type Selectors

The simplest selectors are type selectors. The name of a type selector corresponds to the HTML tag that is to be formatted, without pointed brackets. The HTML tag will be identified during page creation according to this selector name. The complete assignment will be written in CSS as follows:

```
Selector {Property:Value;}
```

A black header would therefore be entered in CSS with a type selector as follows:

```
h1 {color:#000000;}
```

A selector can contain an unlimited number of formatting entries. If the title should, for example, be black and 14 pixels in height, this additional formatting would be entered in the selector as follows:

```
h1 {  
    color:#000000;  
    font-size:14px;  
}
```

9.4.4. Class Selectors

Additional possibilities for formatting present themselves with class selectors. In order to identify HTML tags with class selectors, a prerequisite exists that the HTML tag must possess an attribute with the name „class“. If, for example, headers should be formatted on pages as described above with type selectors, and some of them displayed with borders, the HTML tags for this would be constructed as follows:

```
<h1 class="border">
```

The class selector identifies an HTML tag via this attribute. The selector name corresponds thereby to the value that is assigned to the attribute *class* in a tag – in our example the value

“border”. Class selectors will be written in CSS with a period in front of the name. The complete entry for headers with additional borders around them would be, in CSS:

```
h1.border {border:1px solid #000000;}
```

If one were to leave out the type selector entry in CSS, the class selector would be used on all HTML elements for which the *class* attribute is found with the corresponding value.

```
.border {border:1px solid #000000;}
```

Class selectors have a higher priority than type selectors.

9.4.5. ID Selectors

ID selectors also identify HTML tags via an attribute. In order that an HTML element is unique within a website, an ID must only be used once. ID selectors are used frequently in connection with JavaScript. They begin with a pound sign.

```
div#navigation1
```

Here is the ID selector in the HTML:

```
<div id="navigation1">
```

ID selectors have a higher priority than class selectors.

9.4.6. Universal Selectors

The universal selector will be set with a star sign and used on all HTML elements of a website.

```
* {color:red;}
```

The universal selector is used only very rarely, as it is normally undesirable to use one style rule on all HTML elements. One conceivable example would be the removal of offsets (set padding and margin to 0) for all HTML elements on a website.

9.4.7. Inheritance

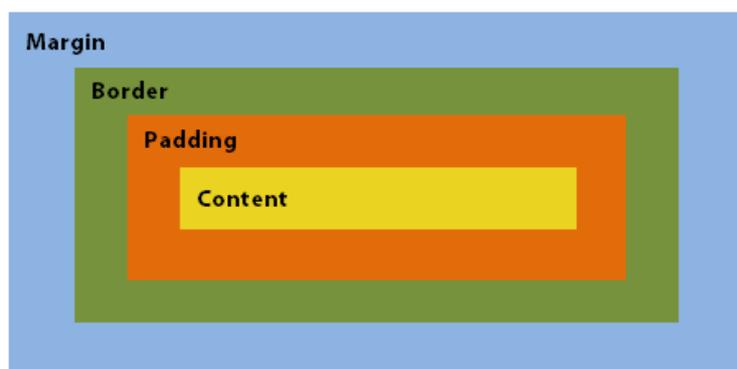
In an HTML document, HTML tags always possess a parent-child relationship. The `<title>` tag, for example, is always a child of the `<head>` tag – it is always located within the `<head>` tag.

```
<head>
  <title>
</title>
</head>
```

Child elements „inherit“ the styles that have been defined for the parent element. If the `<head>` tag has, for example, been assigned the text color green, the font of the `<title>` tag would also be green, unless it were assigned its own color explicitly.

9.4.8. Box Model

According to the rules of CSS, every element possesses a rectangular area, which is divided into additional individual areas.



The offset of the actual contents to another element can, for one, be defined via the *Inner offset (padding)* from the contents to the border. Also, the width of the borders can be defined. A third factor is the influence of the *Outer offset* on the distance between the contents to other elements. Therefore, if one defines an offset of 3 pixels for each attribute of *Padding*, *Border*, and *Margin*, the contents for this element will have a total distance of 9 pixels to the next bordering element.

On these websites you can find further general information on this topic:

<http://docs.intrexx.com/intrexx/version/7000/api/css/css4you.redirect>

<http://docs.intrexx.com/intrexx/version/7000/api/css/mediaevent.redirect>

<http://docs.intrexx.com/intrexx/version/7000/api/css/selfhtml.redirect>

9.5. WAI-Aria Roles

Roles are WAI-Aria specifications that describe the status and properties of a design element. Assistive technologies, such as screenreaders, which make interfaces accessible to blind computer users, read the contents of the screen and transmit the information to speech output and lines of Braille. Here you will see a typical page construction, in which the individual elements have been assigned roles:



The elements that you use in the layout can be assigned the following roles:

banner

With *banners*, the contents will be specially designated that are specific to the website, such as page title or logo.

complementary

Designates additional contents that can also stand on its own if it is separated from the main contents, such as a newsticker on a website.

contentinfo

Used for footnotes, copyright notices, presets, legal notices, and similar contents.

main

Has always a direct relation to the main contents, or leads to the central contents of the document.

navigation

Designates areas that contain links for navigation.

search

Designates areas with search functions.

note

Designates comments or notes on the main content.

article

Will be used when contents make independent sense, such as a blog or forums entry.

